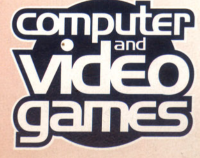

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RESIDENT EVIL 2
THE HORROR OF THE YEAR RIPPED OPEN!
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COMPUTER AND VIDEO GAMES #196 MARCH 1998

THE FUN ACTIVITY PAGE WHERE YOU ARE THE HERO!

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FREEPLAY

FREE 16 PAGE PULL-OUT!!

COMING SOON

REVIEWS

REGULARS

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.





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SUBSCRIPTION ENQUIRIES TEL: 01858 435 350 RATES
(includes postage and packing):
12 ISSUES UK: £18.00
AIRMAIL EUROPE: £33.00
AIRMAIL WORLD: £53.00

PRINTED IN THE UK BY:
St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline
(c) COPYRIGHT: Computer and Video Games 1994/5 ISBN NO: 0261-3597



VIOLENCE THE SUPREME AUTHORITY
VIOLENCE IS KING! DEATH TO CUTE!

Yeah, we like that. It's true that while violence can get sick, too much cute stuff will MAKE you sick! Problem is we're worried most of you guys are starting to lose the faith. Like, we know we can sucker anyone in with Resident Evil 2 – a bunch of un-dead being shot to pieces. Cool. But the lifeline which used to so powerfully drive, say, the Nintendo approach to great games could be wearing thin.

Well, don't expect us to watch it all happen. There's much more to excitement than crapping your pants every ten seconds.

CUTE WILL BE REBORN!!! (Check Yoshi's Story on pages 16-19). **PAUL**

BE LIKE US: THE ULTIMATE GUIDE

We've decided to let you in on a secret. You are advised not to tell everyone, since this is Eighth Grade information. It is likely to induce a panic state in those who have not been adjusted by long-term exposure to CVG:



Girls have been fanatical about video games since the early eighties, and here's proof (yeah right)!

HOW DO PEOPLE BECOME GAME EXPERTS?

People become good at computer games with lots of practice, lots of quarters, *and by watching for patterns*. All electronic games follow patterns. For example, when a game monster or spaceship moves around the screen in the same way every time, it is following a pattern.

Computer games have patterns because the game is really a list of orders flashing through the computer's brain. There is a limited number of orders, so eventually the computer goes back to some old orders, and the game repeats itself.

Knowing when a game repeats itself is the secret to winning. If you know when an enemy spaceship or monster is coming your way, you lie low. Then you zap it when it comes around the bend. Computer-game experts are those people who know a game inside and out. They have mastered all the patterns, and they use their knowledge to pile up millions of points.

(Extract from 'The Star Wars Q&A Book About Computers')

CVG RATING SYSTEM



5...EXCELLENT – Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

4...VERY GOOD – Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

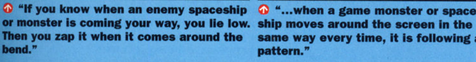
3...GOOD – Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD – Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR – Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.





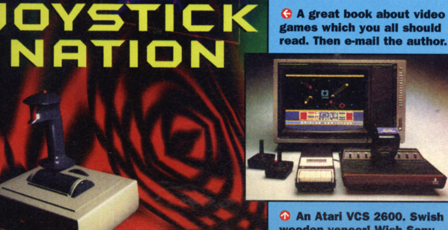


"If you know when an enemy spaceship or monster is coming your way, you lie low. Then you zap it when it comes around the bend."

"...when a game monster or spaceship moves around the screen in the same way every time, it is following a pattern."

A BLAST ABOUT THE PAST

If you want to know more about where we're coming from definitely read Joystick Nation by JC Herz. This is an easy-going book with great humour, detailing everything from the first computer to where we are now. Best of all it's from a gamer's perspective. Better than that, you should see the gamer.



A great book about video games which you all should read. Then e-mail the author.

An Atari VCS 2600. Swish wooden veneer! Wish Sony would do this for PlayStation.



EDITOR

CURRENT FAV GAMES:

- YOSHI'S STORY
- GRAN TURISMO
- RESIDENT EVIL 2
- EINHANDER
- F-ZERO (SNES)

It has been suggested that introducing random elements to a chaotic state encourages order. This is obviously why Paul chose video games as a career, since it's never certain when great games are going to hit the streets. Involving himself in this world of insecurity calms Paul's mercurial brain, gives him a purpose.



DEP EDITOR

CURRENT FAV GAMES:

- HYPER SPORTS
- EINHANDER
- CRASH BANDICOOT 2
- PARAPPA THE RAPPER
- MARBLE MADNESS (GB)

It has been proven, once and for all, that Tom Guise was not born to play video games. Some people in this world would be quite happy about this, and take up painting or something instead. Tom, however, continues to challenge Jaime at Track & Field and loses every time. No wonder he likes PaRappa so much.

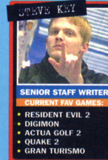


SENIOR STAFF WRITER

CURRENT FAV GAMES:

- GRAN TURISMO
- QUAKE 2
- RESIDENT EVIL 2
- RIVAL SCHOOLS
- SF COLLECTION

You know the gag about hair-cuts and lawn mowers. Well the mower that tackled Ed's barnet got scared and gave up. Only those close enough to Ed to smell his bad feet (Wembley Arena) could notice that he's had a hair cut. Even then it's only because he chooses to wear it down, like a big girl. A big hippy girl.



SENIOR STAFF WRITER

CURRENT FAV GAMES:

- RESIDENT EVIL 2
- DIGIMON
- ACTUA GOLF 2
- QUAKE 2
- GRAN TURISMO

Steve is justifiably proud of his Horned Digimon. We're not being personal here, we're talking about his new fighting Tamagotchi. Everyone else has only been able to manage slug beasts – not very impressive. Steve has created a T-Rex with a spiked snout. The entire team lives in fear of the next challenge.



STAFF WRITER

CURRENT FAV GAMES:

- DIDDYKONG RACING
- COOL BOADERS 2
- GRAN TURISMO
- RESIDENT EVIL 2
- CASTLEVANIA X

This month Alex announced that he was going to climb the tower at Canary Wharf, with the entire team of CVG strapped to his back, with even an iron bench hanging off Tony's pierced lip. The day of the proposed event came, and we almost believed Alex was going to do it. Then he got ill. Next time then.



ART EDITOR

CURRENT FAV GAMES:

- TRACK 'N' FIELD
- HYPER SPORTS
- MAC QUAKE
- ISS 64
- GAMEBOY TETRIS

Boo! Hiss! Jaime isn't our friend anymore. It's not our choice or anything, he just says that he hates us all and doesn't want anything to do with us. Especially Ed. You have to wonder why he's inviting everyone out to go swimming with him. Some of us go along. We worry that one day some of us might not come back.

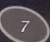


DESIGNER

CURRENT FAV GAMES:

- TRACK 'N' FIELD
- HYPERSPORTS
- WIPEOUT 2097
- ACTUA SOCCER 2
- STEEP SLOPE SLIDERS

Our token skater is gearing up for his Snowboarding expedition. He must be extra nervous about this though because we haven't heard anything about it. Maybe it's like when you really want something to be good, so you don't talk about how brilliant it's gonna be just in case it isn't and you look really dumb in front of everyone.



NEWS

SEGA CONFIRM NEW MACHINE IS COMING!

BILL GATES CONFIRMS MICROSOFT INVOLVEMENT

Sega have finally announced they are working on a new console – set for release in Japan by the end of this year. And Microsoft are definitely on-board for the project!

The new machine still has no name, and the UK/US releases are only provisionally pencilled in for Spring next year. However, during Sega of Japan's annual New Year party, Microsoft supremo, Bill Gates, appeared via satelitte link-up to join Sega Chairman, Isao Ookawa in stating that Sega has "joined hands with Microsoft in the development of our next console system."

This would back talk that Microsoft are working on the machine's operating system, as well as a compatible arcade OS. Together with the machine's Power VR processing system, this also supports Sega's reference to the machine as a 'high-spec PC in a box". Indeed, if rumours are correct, converting a PC game to the new machine takes only a month, and converting an Arcade Model 3 game takes only three months!

Other information about the machine suggests it will be launched with *Virtua Fighter 3*, and games using three popular 16-bit Sega characters. *Sonic the Hedgehog* is a cert, we know *Ecco the Dolphin* is one, and our third guess is *Shinobi*. The machine will also have four joypad ports and be network-compatible, for internet gaming. Something Microsoft's OS will certainly play a big part in.

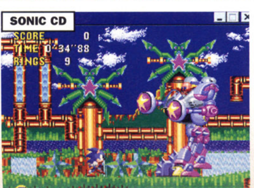
Sega are calling this the most important hardware launch in their history, and with the richest man in the World on their side, things are suddenly looking very promising indeed.






HOUSE OF THE DEAD


HOUSE OF THE DEAD



SONIC CD



LAST BRONX

SEGA'S MASTERPLAN FOR 1998

TO DOMINATE THE PC MARKET!

With their new console barely scraping onto this year's release schedule, and the Saturn seemingly lost against the competition, Sega need a big plan for 1998, and they've got one – to make PC software their primary concern!



Over the course of this year, Sega are set to concentrate their energies towards producing games specifically for PC. Initially this means simultaneous releases on PC and Saturn, before leading with the PC releases, and then, by the end of this year, releasing PC only games.

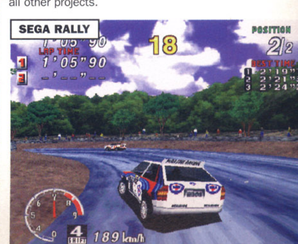
Sega have always been driven more by software than hardware development. Both in the arcades and on their consoles, Sega's games have become recognised as some of the best there are. And in Spring '96 they entered the PC market by releasing Windows '95 versions of 16-bit titles like *Ecco the Dolphin*, *Sonic CD* and *Night Trap*. This was followed by conversions of some of their early Saturn titles like *Panzer Dragoon*, *Virtua Cop* and *Virtua Fighter*. The latter proving to be the best fighting game on the PC.

Sega now believe they have tapped into two distinct PC markets. With 'family' titles like *Sonic*, they've got parents – who maybe used to own the Mega Drive – buying games for their kids. Whereas arcade conversions like *Last Bronx* and *Sega Rally* appeal to the 17-35 year olds. Sega intend on exploiting both these areas.

Most notably, they want to consolidate their image as the No.1 arcade-to-PC brand. Even meeting criticisms of arcade conversions being too short and simple, by expanding them with new features. Thanks to Sega's PC success in the US and Europe, the Japanese development teams are now more than willing to add extra levels and elements to PC versions. An example of this is *House Of The Dead*. Sega hope to release the Saturn and PC versions at the same time. However, the PC version will be enhanced with more levels. *Sega Rally* is also set for a PC re-release in April, with all-new weather conditions, tuning up features, strategy elements and even a story mode. Later this year, we'll see PC-unique versions of *Worldwide Soccer*, the *Sonic* games, and more.

By the end of 1998, It's intended to establish Sega PC as a brand in its own right. To this extent Sega are planning a totally original PC title. Being developed by an external team, Sega will have full control over the final prooduct and the marketing of it. At the moment, the game is being kept secret. From what we know though, it will make use of multiplayer internet play, and feature a lot of strategy-based and cultural elements. It sounds to us, to be a *Command & Conquer* style game.

How Sega's PC plans tie-in with the upcoming release of the new machine is unclear. But Sega have stated that the PC division is totally detached from the console side, and it's a certainty the new machine will be given priority over all other projects.



SEGA RALLY



[ONLINE WHEELS OF STEEL]

Soon, everyone of you could be clubbing at the week-end, even if you don't leave your own home! As more and more clubs and promoters get clued up to the World Wide Web, you can see whole events and gigs Online! The latest to be featured is the Groove City Valentines Ball on Saturday the 14th of Feb. Being held at the Ballroom in Nottingham, it has the best UK Garage DJ's spinning their stuff throughout the night. Head for www.capethorn.net/groovecity/ between 10pm and 6am if you want to view the action, or phone 0115 911 5094 for more info. CVG will be there, so keep an eye out for us on the pics! Also try Ministry of Sound (www.ministry-of-sound.com) and The End (www.the-end.co.uk) for other clubs promoting over the net.

[PLAYSTATION HAILS FROM CYBERSPACE]

If you're itching for up to the minute news about PlayStation, and want to experience state-of-the-art internet design, check out PlayStation Europe (www.playstation-europe.com). From here you can access info about events and release dates that are 100% relevant to UK players. In addition to the standard PlayStation news there are links to other sites which may be of interest to the average PlayStation user. There's even a 'mix 'n' match' create a character section in which you build an alter-ego that searches for weird stuff. Go there and be one of the first to join a PlayStation cyber-community. Whatever.

[TEKKEN 3 UPDATE]

Latest shots of PlayStation *Tekken 3*. As expected we're looking at the prospect of original features for the home version, beginning with a new character – Gon, a baby T-Rex of phenomenal power.

Gon became popular in 1992 as the star of two Japanese comic books. Both are cleverly written and illustrated by Masashi Tanaka. So far Namco, who created the game, haven't detailed how Gon's character will play. Judging from Gon's antics in the stories we expect him to head-butt and bite for victory. Also Namco have used their artisitic license to allow Gon to breath fire.

Tekken 3 will be released in Japan in March, America in April, and is expected around September in the UK. Meanwhile if you're interested in reading Gon, hunt down the book published by Mandarin Paperbacks, ISBN 0 7493 9685 7.











[PLAYSTATION SALES REACH OUTERSPACE]

Hello to everyone who owns a PlayStation. According to Sony Computer Entertainment UK there are now over two million of you! To show their appreciation, and as an attempt to make something truly wholesome out of their success, SCE UK have released a charity compilation disc. A portion of the proceeds will go to such charities as the Prince's Trust, and as yet unnamed childrens hospitals. The disc contains *Broken Sword*, *Road Rash*, and *Myst*, and retails at £39.99.



***Broken Sword*: one of the games on the charity disc. Stop evil criminals and help a children's hospital at the same time. Yeh, Game Power!**

[NINTENDO MEET SONY HALF WAY]

Nintendo fans don't be disheartened, N64 is selling by the bucket-load too. Thanks to phenomenal games like *GoldenEye* and *Diddy Kong Racing*, THE Games have reported sales of over 750,000 since March 1997. This is especially exciting for THE Games who only expected to shift 650,000. We're watching with interest to see how many will join this revolution, and how soon.

NINTENDO 64 BLOCKBUSTER UPDATE

Latest screen-shots of Nintendo's biggest games for N64 through 1998. Thought you'd love to see 'em!

SNOWBOARDING 1080°

SNOWBOARDING
BY NINTENDO
1-2 PLAYER
AUTUMN RELEASE

Created by the same team who realised the incredible *Wave Race 64. 1080°* could offer the most realistic boarding on any system.

Boards are all Lamar signature models are graded according to Max Speed, Response, Edge Control, Flex, and Stability. One of the game's unique features is the method of control – you're directing the action using the rider's weight instead of steering the board itself.

Select your rider according to their skills, divided between Max Speed (can they handle it!), Technique, Balance, Jump, and Power. Depends on which event you're about to enter as to which rider is the best suited, we guess. Or you could stick it out and get the best from a personal favourite.



The Lodge
Take a look around the 3D lodge and choose a rider.



Contest Mode
Slalom through the flags to score points. Hit one and you could go flying.



Replay
Spectular fly-bys of your guy performing. You can choose the view.



Freestyle
Try to pull off as many stunts as possible during one Air.



Trick Attack
See how many tricks can you manage during a downhill run!



Awesome effects as you've never seen before! Here, snowflakes catch the light and the snow surface shifts as the board cuts into it.

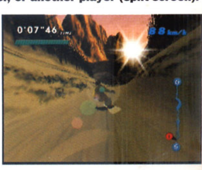






Match Mode and Versus Mode
A downhill race against the computer, or another player (split-screen).





Time Attack
One player flies to the bottom of the hill in the fastest time possible. In this stage the sun sets during the run, making it difficult to see.



If it's high-speed snow-boarding you want, this game is gonna deliver it. The graphics are relatively simple, keep-ing every-thing running fast and smooth.

F-ZERO X

FUTURE RACING
BY NINTENDO
1-4 PLAYER
SUMMER RELEASE





The fastest racer on the planet, balancing physics with artificial intelligence and graphical finesse, then hot-wiring the experience to your brain via your finger tips.

F-Zero X returns Nintendo to the gritty domain of *GoldenEye*. All presentation is stripped down to the frame so that it remains focused on getting players straight to the thrills. The game is all that matters. This latest batch of shots detail one circuit, Mute City. Japan expects the game in June. The UK could get this as soon as August.







An insane corkscrew track! Speaks for itself, really.



There's 30 cars to choose from. Collected by doing challenges.



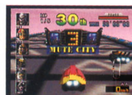
Masses of vehicles, and each one is artificially intelligent!













LEGEND OF ZELDA: OCARINA OF TIME

ADVENTURE
BY NINTENDO
1 PLAYER
WINTER RELEASE

Last year it was *Final Fantasy VII* that kept players buzzing until Christmas. This year it's *Legend Of Zelda*.

This is where Nintendo convince the world that N64 can deliver initially stunning games AND offer long-term challenge. We now have more exploration details, and can explain more about the fighting technique. These shots also demonstrate how light creates such a magical atmosphere in the game.



Light from 'Navi' (Link's fairy friend) illuminates his face.



Solving puzzles can now be done from first person perspective.



Target the enemy, move around it freely, then hit him in the back!



Hyrulian guards stop young Link from going into the castle.



PLAYSTATION AT LONDON'S CAPITAL RADIO CAFE



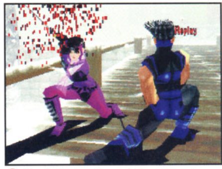


From the 16th until the 20th of February, London's Capital Radio Café will be giving away loads of PlayStation merchandise, including hats, T-shirts, and games. They'll also be handing out copies of CVG and PlayStation Plus, with free subscriptions to be won every hour.

To stand a chance of winning you need to get down to the Capital Radio Café and compete for high scores on *Cool Boarders 2*, *Bushido Blade*, and *Crash Bandicoot 2*. Challenges take place between 12:00pm and 5:00pm, but get there early because the 'PlayStation Pit' is only five machines strong. Prove to be the highest scorer by the time the week is up, and you'll walk away with a mega PlayStation package which includes a PlayStation, plus games, plus Capital Radio Café vouchers, and a subscription to CVG and PlayStation Plus.

CVG will be there to ask embarrassing questions and take photos. So if you want to get into the only games magazine that matters, get your lazy ass down to Capital Radio Café over half-term! London, plus PlayStation, plus great food. Gotta be worth it.



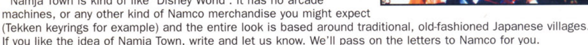


***Bushido Blade* and (top) *Cool Boarders 2*. Beat them and win CVG subscriptions. It has to be done!**

FROM TEKKEN TO TERROR

Namco recently unveiled a new attraction at their Namja Town amusement centre, Tokyo. It's called 'Mononoke Bangaichi' – a ghost town, in other words. You're given a black (plastic) kitten called Nanchichi to carry with you, and on this all the data from the quiz driven adventure is stored. Brave the dark (no groping!), and face Emperor Kappa for the final test. At the end you get a print out saying how you fared. Succeed and you find Nanchichi.

Namja Town is kind of like 'Disney World'. It has no arcade machines, or any other kind of Namco merchandise you might expect (Tekken keyrings for example) and the entire look is based around traditional, old-fashioned Japanese villages. If you like the idea of Namja Town, write and let us know. We'll pass on the letters to Namco for you.



BEAST WARS

The next generation of Transformers is coming soon to British television, in a spectacular computer-generated action series. To coincide with this PlayStation and PC will be getting the *Beast Wars* game.

Beast Wars originally aired in Japan in 1996 to great success, which continued onto the US last year. Transformers originally transformed from cool vehicles into giant robots – the leader Optimus Prime was an articulated truck! This time around the Transformers are wild animals, including a gorilla and a T-Rex – leader Optimus Primal!

Together with good guys, the Maximals, Primal fights to destroy the Predacons. But that's only for the TV series. In the game you get to control both the Maximals and Predacons as they unite to defend the planet against invading aliens called Skriix.

Kids' stuff for sure, but we love it! Here's hoping that the game's state-of-the-art CG too (!).

SATURDAY MORNING

THIS NEW CLEARASIL COMPLETE REALLY WORKS. I USE IT EVERY DAY AND LOOK AT ME!

DO I HAVE TO?

YES, THIS IS ONE OCCASION YOU REALLY SHOULD LOOK UP TO YOUR OLDER BROTHER. NEW CLEARASIL COMPLETE FACEWASH IS JUST WHAT YOU NEED TO HELP PREVENT ZITS. USED EVERYDAY IT WILL HELP KEEP YOUR SKIN FEELING CLEAN AND FRESH.

CLEARASIL COMPLETE IS FIVE TIMES BETTER THAN ORDINARY SOAP AT BEATING SPOTS* AND IS AVAILABLE IN AN EASY TO USE PUMP ACTION BOTTLE.

ITS DEEP-CLEANING MICROBEAD FORMULA AND SPECIAL SPOT STUFF HELPS GET RID OF BACTERIA WHICH CAN CAUSE UNWANTED ZITS. UNFORTUNATELY, THIS DOESN'T INCLUDE YOUR OLDER BROTHER!

ALL YOU NEED TO HELP BEAT SPOTS!



*CLINICAL STUDY RUN OVER 8 WEEK PERIOD.

PLEASE SEND YOUR LETTERS TO:

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COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

MAILBAG.CVG@ECM.EMAP.COM



IN ASSOCIATION WITH COMET GAME ZONE



WIN A CONSOLE AND FIVE GAMES

Who loves you and who do you love? CVG! Thanks to our friends at Comet we are giving you the chance to win a console of your choice and five games from the Comet chart. All this, and all you have to do is come up with an interesting, funny, topical or just plain stupid letter that we like. It really is that simple. We have an e-mail address as well, so it is even easier to get in touch with us. Oh, and when you send in letters, can you include a phone number so we can get in touch should you win. Ta very much.

BRAIN MELTING POT

Dear Sir/Madam,
I am writing to ask you about Melting Pot. Are all the games printed in Melting Pot going to be available in shops to the public? If so when? Also, I find it hard to believe that you can make these games from the little information that you receive from the person who sent in their idea. I mean, you say to keep our letters under 300 words and send in a picture. Is it you that makes the game and then what happens if thousands buy it? Would I receive the money or you? Some of the games you print sound useless and you also give it a bad mark. Will these be available to us as well?
Peter Callan, Sligo, Ireland.

CVG: The whole idea behind Melting Pot is that we get you, the readers, to make up the games you would love to play. They are nothing more than ideas. We tried to get the senior members of the team to comment on this, but unfortunately they had just cashed a big fat royalty cheque and were sunning it up in Barbados.

I DON'T LIKE IT. I DON'T LIKE IT AT ALL

Dear CVG,
One day I found myself walking into a newsagent and I bought issue #193 of CVG. It's a cool magazine except for the fact that you always have heaps of articles on the PlayStation. I don't like it. No, I don't. I like N64s. Yes. For example you put *Bomberman 64* at the back of the mag. And in the buyers guide you had PS first, Saturn second and the mighty N64 third. Surely this is a mistake.

No, hang (cough) on (splutter), I'm d...y...i...n...ggggg! From (a now dead) Richard Brightwell, Sevenoaks.

CVG: The buyers guide was in no particular order, it just happened to be written that way. And Bomberman 64 was at the back of the mag for the simple reason that it was a review. And that is where the reviews go. In the final half of the mag. But you probably don't like that either.

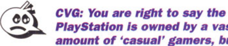
BA WEEP GRA NA WEEP NINIBON

Dear CVG,
Being the biggest fan of Transformers in the world (I still regularly watch the movie) I was delighted that the new Beast Wars toys were featured in a recent issue. I have owned my Megatron toy (surely the coolest ever. I wish I was five again!) for two months now having picked one up in Germany under the title 'Ani-Mutants'. And having seen the fantastic animated series in America last summer, I must question Hasbro why, oh why, oh WHY are these toys not available in this country? Both the TV series and the toy range are exceedingly popular in America and Japan, so why not here as well? The toys, although complicated, would be best sellers and the TV series has to be the classiest TV programme ever, Far better than this Power Rangers crap. So then, a plea from a disillusioned, slightly sad person. Hasbro - give us Beast Wars (or Beast Masters, but not Beasties the Canadian name) NOW!
Simon Pulman, Bucks.

CVG: Unsurprisingly, the sender of this letter forgot to include his age. Hmmm, wonder why?

I'LL TELL YOU WHAT I DON'T WANT

Dear CVG,
To that pranny Henry Harker. The reason why the Spice Girls game is appearing on the PlayStation is because that machine is owned by sad saps who get easily taken in by hype, marketing and rushed cash in jobs. Plus, the PlayStation is owned by a vast amount of people who are casual gamers who don't know what games are really about. Which is exactly the type of people the Spice Girls game is aimed at. Strange eh?
Daniel Factor, London.



CVG: You are right to say the PlayStation is owned by a vast amount of 'casual' gamers, but to say that they have no idea about what games are about is untrue. You wait until the Spice Girls game comes out. It won't be groundbreaking in any way, but it'll certainly attract younger people to the PlayStation, thus increasing the user base further. Sure some people will get caught up in the hype, but we think that to get the full potential from this game, they should have released it with the film and their second album.

COMET SPONSORSHIP

At Comet Game Zone you can try out the latest games from the top three consoles on the market - Nintendo 64, PlayStation and Saturn - before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.

SCARY READER NO #198643

Dear CVG,
I have just finished reading issue #194 of your great magazine and after looking at you lot I saw these strange things...
Tony Cormack: A disturbed person that looks an awful lot like Stephen Hendry.
Jaime Smith: A messy eater with the same IQ as a glass of water.
Alex Huhtala: A happy chap that is obviously a big fan of Elvis Presley – you can tell because in issue #193 he has sideburns longer than Robbie Williams when he had his.
Steve Key: Steve looks a bit funny in the head and also seems that he has ginger hair.
Ed Lomas: A weirdo with a weird sneer. Probably bought up by a frog or something.
Tom Guise and Paul Davies: Two fine young men. There is nothing wrong with them.
Steven Armstrong, Scotland.

CVG: Let us clear one thing now. Paul has been possessed by the Spirit of the Mad Gamer and Tom is, well, anything but a fine young man. Please do not be fooled. People cross the street when they see these two coming.

QUALITY NOT QUANTITY

Dear CVG,
Why can't most games be as good quality as *Resident Evil 2* and *Goldeneye*? After playing *RE2* (the demo) I can't believe it's running on the same machine that has games such as *Agent Armstrong, Shadowmaster, 2Xtreme, Iron 'n' Blood, Jet Moto* and hundreds of other crap games. There are so many titles which are made without any imagination or thought but simply to make money and cash in on the PlayStation's popularity!
I also think that some credit should be given to Nintendo for trying something different with the Rumble Pak, Virtual Pet Game, pocket camera and printer, and *Diddy Kong Racing*, which is far better than *Touring Cars, Rage Racer* or any other over-rated boring race



YOU'VE GOT IT WRONG SONY

Dear CVG,
One thing I've noticed about Sony is the way they support/advertise their PlayStation, and more importantly how this promotional push is all centred around the graphics, advanced technology and third party support. And the thing I can't really understand is why? With games like *FFVII*, *Tomb Raider 2* and *Time Crisis* rolling out, why are they not making more of an effort to tell us about the main thing that counts. I've played each of these and, yes, I'll admit the graphics are good (excellent in in *FFVII* and *TR2*) but I found the gameplay to be absolutely brill. Nintendo and Sega have always put across the fact that their titles always have the best gameplay, especially in Sega's case. But with a minority of the PS games beyond 'mint', I think Sony better have a rethink of their (yes, already working) marketing scheme. With more emphasis on the playability than graphics and sound though. Oh and the fact that simply because it's a Sony product we should love it.
Kyle Walker-Booth, Oldham.



CVG: So, you want Sony to stop their current marketing strategy which has made the PlayStation the best selling 'toy' over Christmas and start again? We wonder if they will take note of this.

game. DMA deserve credit also for *GTA* which is very playable despite its poor graphics.
Name and address lost, Sorry!

CVG: This was a very good letter, but when we came to finish typing it up this morning, the cleaners had thrown it away! Whoever sent it in, sorry! But, the points made are good ones. The amount of quality games on Saturn is high, but they have virtually no third party developers. PlayStation probably has the same amount of quality games, but also has stacks of average and crap ones.

ALL HAIL THE MIGHTY OJO

Dear CVG,
In issue #194, CVG gave you a chance to win 'awesome gaming gear worth £600!' I, Mark Ojo entered the competition and sent off for a Nintendo 64, a Sega Saturn and the Erazer Light guns. My Mum and Dad say that the chances of winning are one in a million. Is that true? So could you tell me the chances of winning please.
Mark Ojo, South London.

CVG: Your chances of winning are better than one in a million, because we don't get a million entries for our compos (it's usually about 900,000).

X-CUSE ME CVG

Dear CVG,
Why is it that I found out about new X-Men games, *X-Men: Ravages of Apocalypse* (a *Quake* total conversion) and *X-Men: Ashes of Apocalypse* (stand-alone game based on the Age of Apocalypse) in comic books and not your fine magazine.
Julian 'X-boy' Onyali, London.



CVG: We also read about those two games in an X-Men comic, but due to the huge amount of import stuff we could cover, we have to be selective and pick only the titles that are impressive. If and when these games come out in the UK, we'll start talking about them.

SHE JUMPS! SHE SHOOTS!

Dear CVG,
I am 11 years old and me and my Dad (Paul) are video game maniacs. We own a Saturn, PlayStation, PC, Nintendo, CDi and Mega Drive. Last year *Resident Evil* got a High Five and *Tomb Raider* got four. Luscious Lara can jump, run and shoot at the same time. Please tell me if *RE2* can do these things. Swines!!
Sam Sheppard, Cardiff



CVG: Can you kick a zombie's head off, blast the arms and torso off a human and fight genetic mutations with eyes growing from their shoulders in Tomb Raider? No. And anyway, Tomb Raider got a High Five too.

READERS STRIFES

Dear CVG,
I would like to complain about issue 194. The picture on the front was horrible, disgusting and I was almost sick looking at it. I'm not normally scared of things like that, but bloody hell, I was cacking my crackers. But I hear that the first one was pretty gory, so keep it up lads.
I.M. Stilaweener, Leytonstone, London.

Dear Sir Madam,
I would realy oprasate it if you would send me a book of the 2001 cheats for £2.50 or if you would kindly give it for nothing, I would be great-full and some information on what you do yours sincerely Keith mcDonald. Please would you Be a friend for my sake.
Keith McDonald, Dublin, Ireland.

CVG: We can't give you 2001 cheats Keith, but we can give you this one: On Altered Beast, if you want to select any monster on any round, hold Down-Left and press A, B, C, Start at the title screen. If you would kindly send the cheque for £2.50 to the usual address, we would be very grateful.

Dear CVG,
Whose feet were on the *Time Crisis* letter in issue 194, as I think they should get a wash.
Mark Baker, Prescot, Merseyside.

CVG: Tom's.

Dear CVG,
My friend Anthony Gordon thinks CVG is crap (the little b*****d). I have tried everything to convince him from showing him all the nice piccies to getting him in a headlock, jumping up and down, and saying I won't stop until he says it's brilliant. He bought the July issue and said it was b*****ks. So I bought the August Issue and decided to subscribe. What could I do to convince him it is the best mag ever?
Craig Smith, Malvern

CVG: If he doesn't like what he sees by now, then don't waste your time. Just kill him instead.

FFVIII: THE COMEDY YEARS

Dear CVG,
I am desperate to get one of my comedy *FFVII* stories in your magazine. I have put all of them with this letter, so pick one you think is the best.
Final Fantasy VII and 3/4
Cloud woke up in his flat in Midgar (I know, even for saving the world you don't get paid), and today was the day that he and Vincent went to get a job. Walking down the street they met Barret.
"What's happening fools?" he shouted.
"We're trying to get a job and we're looking for help so why don't you join?" asked Cloud.
"Well tonight we're going on the pull and the job office is down the road, so let's go!"
Edward Zitron, London

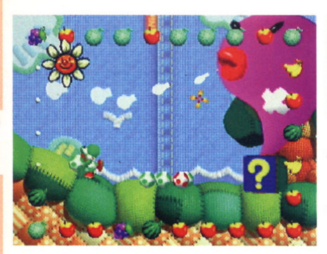
CVG: And that is where we stop this letter. As you can see, it is plainly unfunny and not worth the time. And there were another four of these. Please, help us.

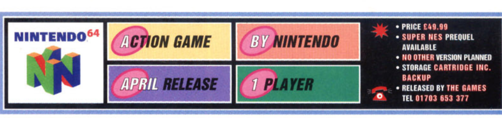
ON THE WHEELS OF STEEL

Dear CVG
I have had a PlayStation given to me for Christmas and I'm thinking about buying a steering wheel for it. I have three car games already for it and I plan to buy more such as *Toca Touring Car* and *Gran Turismo* when it comes out. Please could you advise me which would be the best to suit my needs, which games are compatible with each steering wheel and if all car games work with the wheel?
Tom Parkin, Harrogate, North Yorkshire.



CVG: The best wheel to buy is Logic 3 Top Gear Steering Wheel. It works on any format and because it is both analogue and digital it will work on any driving game. It even has a mock leather trim around it! The downside it that it is expensive at £69.99, but is easily the best on the market. For more information phone 0181 902 2211.





Anyone with a funky mind and super-sleuth skills will love this. *Yoshi's Story* is a totally fun-time, inventive adventure.

YOSHI'S STORY

Once 3D is not an option in a platform game, the only way to go is with new gags and greater detail. In *Yoshi's Story* both those elements are represented brilliantly. Nintendo wrote the book on cool platform games, and PlayStation just cannot look this good — not in this style, not in a million years.

Of course Nintendo exists mainly for kids. Most PlayStation users prefer slick driving games, and steer clear of childish guff like Yoshi. But it used to be that all video games appealed with fun ideas – video GAMES, remember? Well, in case you've forgotten how to think like a kid – you know, getting what you want by being cheeky – here's a game that'll bring it all back!

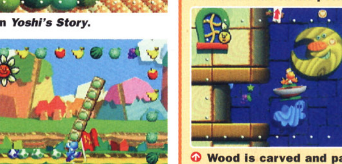
HAND MADE WORLD

Yoshi's Story looks amazing, no doubt about it. The visuals boast some of the most vivid detail we've seen in this style of game, and everything moves super slick (60 frames-per-second animation, those of you who appreciate it in technical terms). Nintendo's artists have created the whole look of the game as a Hand Made World. As well as being a convenient way of explaining away the 2D nature of the game, this allows for a totally unique style. The fascinating variation between levels – from rubber-inflatable river banks to cardboard trees – keeps your attention ultra keen at all times.

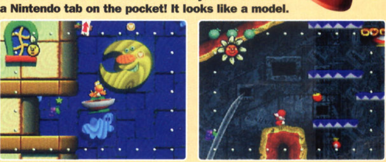




Things aren't always what they seem in *Yoshi's Story*.



Patchwork trees and a denim sky. There's even a Nintendo tab on the pocket! It looks like a model.



Wood is carved and painted to look like a night sky, complete with cut-out crescent moons and stars.

Old pieces of newspaper, and old boxes, are joined to create the stained walls of this cavern.

GOO GOO GA GA

Once again N64 proves that it not only can produce games which look fantastic, but have magical sound too. All through the game, at any moment, the Yoshis' voice reactions to their surroundings. If you listen carefully Yoshis give you clues to secrets, or tell you whether something is good or bad to eat. Yoshis make noises to tell you they're happy (healthy), growl at enemies, groan if they have to move something heavy, or hum a tune while standing still. This constant babble makes you feel goofily attached to the little fellers. It's really painful when you mess up and lose one of them!



You need circus training to get the highest score!



This Yoshi is really happy here, clasping his hands and looking up into the sky – hearts filling his eyes (eeuch!).



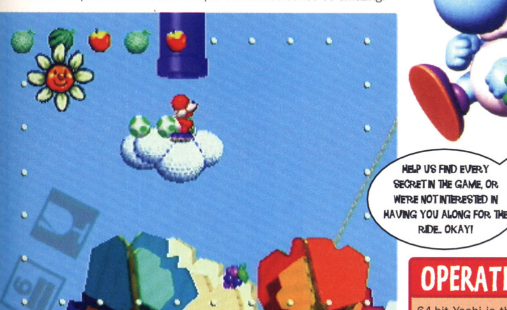
When a Yoshi spots an enemy, he growls like a lap dog. This is pretty funny really since all Yoshis are soft!



If a Yoshi smells something suspicious he stops to exclaim, "Huhn?!". Keep searching! You're getting close!

LOOKING FOR CLUES

So we've established that *Yoshi's Story* is a game you'll really appreciate looking at and listening too. Big deal! But we're not wasting your time here – not at all. Peering hard at the Hand Made World and making sense of everything you hear is your key to finding everything there is to find. Nintendo's approach to platform games is always to give players 20% obvious stuff, 80% hidden – like, almost invisible. In this respect Nintendo have revitalised the formula which helped make the entire *Super Mario Bros* series so amazing.



Some pipes are entrances to secret parts of the book. This is a tradition carried over from the *Super Mario Bros* series.



All fruit makes a miserable Yoshi happy again. So does the Smiley Flower. Bite its head off to feel the zeal.



If you want the real challenge the idea is to collect melons only. Melons are Yoshi's favourite, but they're hard to find.



Use the Warp Bros to save time. There are four of these in each stage, but they need to be woken up first.



You get to choose a Lucky Fruit for Yoshi at the beginning of the game. A Yoshi's Lucky Fruit makes him even happier.



HELP US FIND EVERY SECRET IN THE GAME, OR WE'RE NOT INTERESTED IN HAVING YOU ALONG FOR THE RIDE. OKAY!

OPERATION DINO DUDES

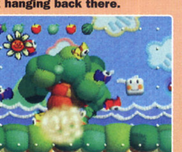
64-bit Yoshi is the first ever 2D 'platform hero' to use analogue control. This means eight-way directional control as with most platform games, only in this case it's pressure sensitive. Instead of tapping the direction to edge the Yoshis along a tricky ledge, just use less pressure on the stick. One of the Yoshis' main gags is to throw eggs at the enemy, or objects. Using the 3D stick you can target much more easily, and accurately. Yes, it is a bit tricky at first but you soon get to see the benefits.



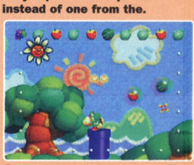
Slurping up enemies causes a Yoshi to drop an egg from its ass! You can get a maximum of six hanging back there.



Enemies that are the same colour as your Yoshi are tastier. They replace three petals instead of one from the.



'Hip Drop' the ground next to a 'Heiho'! This causes them to change colour. Do this until you get a tasty one!



Use the cross-hair to target eggs. You can get more than one thing if you're feeling pretty clever. If you're not Tom Guise.



Eggs explode like fireworks, damaging anything in range. The size of the explosion depends on the Yoshi's mood.



Yoshis gain extra distance after a jump if they kick hard enough. Keep your finger on the jump button to do this for them.

TOTAL COMMAND IS IN DEMAND

This picture book world has only six chapters, each of which has four areas. That's 24 'worlds' in all. Super Mario World on the Super NES has 96 (okay, 97 if you own an Action Replay!). Every Nintendo platform game since *Super Mario World* has been judged Too Short by comparison. But whereas the secrets in Super Mario World are more stages, the goal of *Yoshi's Story* is to make the Yoshis as happy as possible – happiness being judged in racks of bonus points.



There's no time limit in *Yoshi's Story*. So you can spend as long as you like exploring. The trick is to look for clues in everything. Most of the best stuff in *Yoshi's Story* is completely invisible at first.



Most areas of the book remain closed until Special Hearts are found. There are three Special Hearts hidden in each course – sometimes you can hear them ringing as they rock in their hiding place. Cough...



Move fast before these platforms disappear.





Choose from six different-coloured Yoshis at the start of each course. Some are more suitable than others for the type of area. By the way, CVG knows of at least two more varieties of Yoshi. They're really cool!

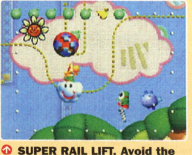


The Yoshis are happiest when they're all together. However all is not lost should you lose one of them. Search for the mysterious White Heiho. He's the secret to getting your buddies back again.

INTRODUCTION PAGE



TREASURE HUNTING WITH POCHI. Free Pochi and he'll go searching for treasure. Pochi yaps when he's found some.



SUPER RAIL LIFT. Avoid the bumpers to stay on the cloud.

OVER THE TOWER. An umbrella slows your fall here.

FORBIDDEN PAGE



UNBABA'S LAIR. This big ugly monster is pretty harmless, but he gets in the way. An egg in the face scares him off easily.



WOBBLY JELLY PASSAGEWAY. Major struggles with the gloop!



BONEY DRAGON'S HALL. The Yoshis make like Saint George!





CLOUDY PAGE

ANNOYING MILLIPEDE. Ride this tumbler by using a Yoshi's weight to move it along. Careful not to fall through the gaps!

CHAN'S TOWER. Bounce Yoshis to the top using springs.

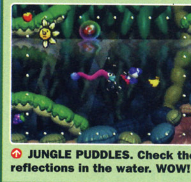
POCHI PREVENTS THE COLD. Keep moving or get snow-balled!

JUNGLE PAGE

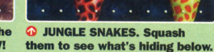


GABON'S HOUSE. A neat special effect used here pulls back the view to show more of the action.





JUNGLE PUDDLES. Check the reflections in the water. WOW!

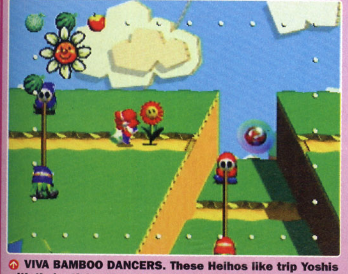


JUNGLE SNAKES. Squash them to see what's hiding below.

UNDERSEA PAGE



THE SEA MEANS JELLYFISH. Some jellyfish contain items, but you need to be skilled to get them.



VIVA BAMBOO DANCERS. These Heihos like trip Yoshis with their sticks. Time jumps perfectly or pay the price.

FORTRESS PAGE



MACHINERY CASTLE. Avoid the buzz saw. Outta the way Heiho!



MAGMA CASTLE. Take a ride on the back of a goofy red dragon.







UNDER CONSTRUCTION

Find out whether *Yoshi's Story* is a rich tapestry of gaming excellence, or falls apart at the seams, in our review next month. We'll also be telling you how to work out some of the game's secrets.

PlayStation



90% COMPLETE

PlayStation

SURVIVAL HORROR | BY CAPCOM | OUT JUNE | 1 PLAYER

• PLAYSTATION, SATURN, PC PREDECESSORS AVAILABLE
• NO OTHER VERSIONS PLANNED
• STORAGE 2 CDS

• RELEASED BY VIRGIN TEL 0171 368 2255

Start the clocks ticking. The countdown to the UK release of Capcom's most awaited game has begun. And we're following it all the way. Nothing has prepared you for this game.

RESIDENT EVIL 2

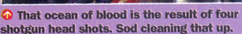
Everybody knew that Capcom were going to make a sequel to *Resident Evil*. It was just a question of when. They got well over half way through what is now known as '*Resident Evil 1.5*' when it was completely scrapped and started again. What you have been seeing over the last couple of months in CVG is *almost* the end result. And believe us, it's going to be a monster title in every sense of the word. Those that are really desperate for it will be pleased to know that it's available on import NOW! The TV advert, which was directed by George 'Night of the Living Dead' Romero is also complete, and may well be shown over here too. The *Resident Evil* horror bandwagon is picking up pace, and CVG is standing right in it's path!

WHAT DO YOU WANT? BLOOD!

And we want it now!!! To say that *Resident Evil 2* has more blood than the first game is a slight understatement! The game is oozing with it! Decapitating zombies with the shotgun now sends more chunks of brain and skull flying in all directions, while blasting the enemies close up can rip the torso off completely, leaving the legs walking towards you! Then the top half uses its arms to try and get hold of your ankles! But by far the funniest quirk we found was this. When a zombie grabs hold and starts eating your neck, you can push them away by whacking the buttons and D-pad. If they have a good enough grip however, an arm will stay holding on to your body, while they hit the deck! Awesome.







That ocean of blood is the result of four shotgun head shots. Sod cleaning that up.

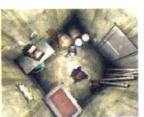


Check this out! If a Zombie gets a good grip on your body, when you push them away the arm stays on your body! Hahaha!

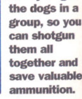
STARTER FOR TEN

A few more things have become apparent since our last little outing into the Raccoon City Police Department. For a start, the screenshots you see accompanying this very box are taken from the jaw-dropping intro. It tells the story of how Leon came to be in Raccoon City and how he meets Claire, who is being hounded by zombies in the local diner. An interesting development is that the game is going to be on two disks. The second being the disk solely for Claire. On this you get a different introduction, which shows her arriving in Raccoon City and her chance meeting with Leon. The game differs a lot more for Claire – even the guy in the weapon shop at the beginning has a crossbow instead of a shotgun, and will feature more plot changes, effectively giving you two games for the price of one!









Try to get the dogs in a group, so you can shotgun them all together and save valuable ammunition.









BLOOD THIRST-DAY IS ALMOST UPON US!

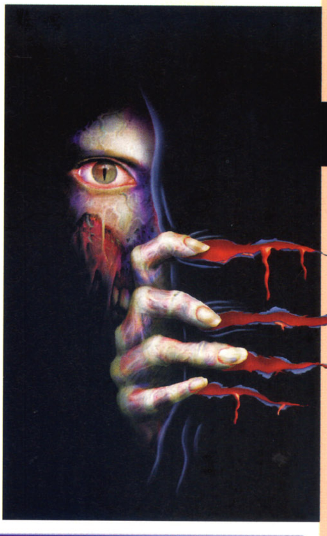
COMING SOON



The *Resident Evil* Wonderbra campaign wasn't as successful as they hoped.



The first part of the game that will make you jump is here. Except we've ruined it now.

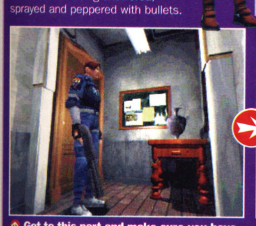


SAY HELLO TO MY BIGGER FRIENDS!

Once you've gained a better weapon than the handgun, it doesn't mean you should disown it. Because no sooner have you grabbed the shotgun, than you come across this lovely set of handgun parts. This adds a shoulder 'rest' that Leon uses for a better aim, and also makes the gun fire three rounds automatically, if you hold the button for slightly longer than usual. You can switch the rapid fire off, but it is really satisfying to see zombies being showered, sprayed and peppered with bullets.



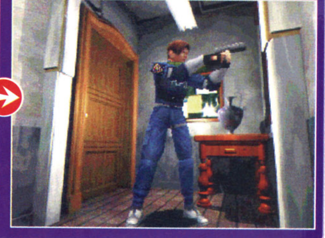
This sort of picture needs no explaining! It is possible to mince up to six zombies heads at once, but the most we managed was four. The three unlucky sods in this pic got well and truly wasted. Just look at all those giblets! Awesome!



Get to this part and make sure you have a small key in your possession. Use it on the desk and collect your well deserved prize...



...which is this gun attachment! It means you can fire off three rounds at a time and have the ultimate handgun weapon.



AND ACTION!

The good news is that most of the cut scenes have been added since the last version we saw. We can guess that by keeping the characters rendered instead of human actors, they not only lose all the really cheesy look about them but mean that gore factor can remain high as the people aren't real. Occasional sequences crop up when a particularly new enemy appears, like the ceiling beast pictured to the right. The trail of gob looks very tasty.





Saliva action with the ceiling beast.



Go on... give us a snog. I'll be your mate!









SAME... BUT DIFFERENT

The traditional enemies from the first game are back in force, but this time they are a lot harder. You'll know by now that the crows come bursting through the window just as the dogs did, but they waste no time in trying to hack and peck you to death. The police dog kennel is thriving with mutated dogs, many of them running loose outside (don't stray too close to the cages) and the sewers hold the giant spiders. A word of warning. These spiders don't run directly at you, they crawl on the ceiling out of you view and drop down on top of you, or gob acid at your head!





The spiders will work as a team to attack you.



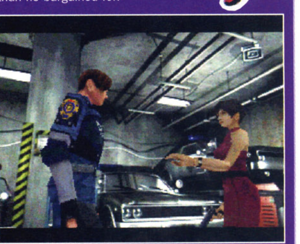




The women of Raccoon City like nothing better than a snog in the back alleys. Or a munch on your neck.

READ ALL ABAAHT IT!

Once you've obtained the bulk of the precinct keys, you'll find yourself in the car park of the police station, where you'll meet Ada. Those that have read all of our *RE2* coverage will know her as the woman whose name is a password in the first game. She is in town to locate her boyfriend John, who worked for Umbrella in Chicago before going missing six months ago. From the clues thrown out in the game, Umbrella have been experimenting on some of their employees and it looks as though John could well turn out to be the hideous mutation on this months cover. Ada is also looking for the reporter Ben Burtolucci, who knows a hell of a lot about what's going on in this station. He's here for a scoop, and found out a little more than he bargained for.



The police car park is the location where you meet Ada for the first time. The story unfolds...



... and she tells you about this guy, Ben, who is the local sleazy reporter. He knows far too much.



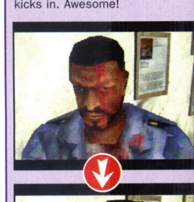
Zombies even lurk behind doors.

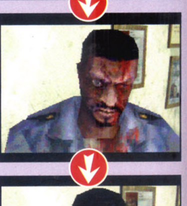


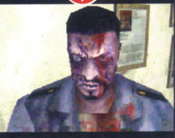
The original S.T.A.R.S team. How many do you recognise then?

USE THE POLICE FORCE

The first human character you come across in the game, is a fellow police officer. Unfortunately, he's bitten the bullet so to speak and has been munched on by a zombie. While he hasn't changed yet, the next time you meet him he's not only topped one of his fellow police officers, but morphs in front of your very eyes! Watch him slowly turn a pale blue, then purple and his eyes glaze over as the virus kicks in. Awesome!

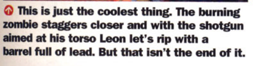






Feeling a bit under the weather mate? Once he reaches the third stage, you know that he's hungry for human flesh and you're the hors d'oeuvres!



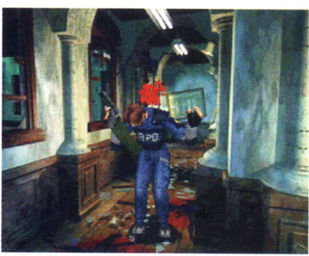


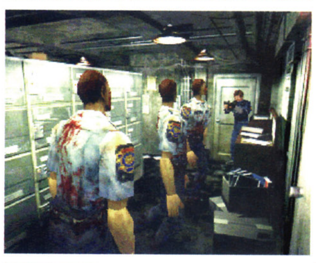
This is just the coolest thing. The burning zombie staggers closer and with the shotgun aimed at his torso Leon let's rip with a barrel full of lead. But that isn't the end of it.



The severed legs staggered lifeless to the ground, but the rest of the zombie is still alive and kicking. Leon stares in disbelief before popping a couple of caps in his head.



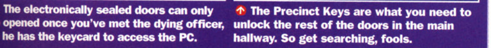




PRECINCT KEYS

Your priority for the first part of the game is to recover as many of the four precinct keys as possible. The keys are linked to the suits in cards – clubs, spades, diamonds and hearts – and open up all of the important parts of the police station. In addition to that, other doors need to be electronically opened so power supplies and computers must be activated. Two red jewels need to be found also, which will give you one playing piece of a chessboard. The next task is to find them all and put them in the chessboard. What happens then? Wait and see.





The electronically sealed doors can only be opened once you've met the dying officer, as he has the keycard to access the PC.

The Precinct Keys are what you need to unlock the rest of the doors in the main hallway. So get searching, fools.

WHAT DO WE REALLY THINK?

Everything you've hoped for about this game is going to come true. Capcom have improved on all aspects of the game from the look and graphical touches to the tense, gothic horror feel. There are now up to eight characters on screen at once, and no slow down. The game itself is way way bigger than the first, and with two discs and two variations on the game for each character, it's rock hard. The plot twists and turns as you find out more and more about the corruption in the police force and the human experiments of Umbrella. We cannot wait for this. It's a simple as that.



With the suped-up handgun, the zombie copper has no chance. Every bullet connects and sends blood oozing out everywhere. How is that not good?



Just behind the guy standing, is a zombie getting his head stamped off. Glutton for punishment?



The wheel in the corner is used to increase the pressure in the water tank, which in turn bursts and puts out the fire in the helicopter. Easy as that.

BRING OUT YOUR DEAD

We'll be continuing the coverage of Capcom's monstrocity next month when we bring you an in depth look at all of the monsters. There are loads of new, and as yet unseen enemies to get to grips with, and we'll be showing you them all!







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It was one of the best action adventures on the Super NES and now Konami are bringing *Goemon* to Nintendo 64 in a 3D, 128 Meg, Mario stylee. Go for it Goemon!

MYSTICAL NINJA STARRING GOEMON

It's funny what some Japanese games lose in translation. Sometimes dialogue and scenes are cut. Characters are renamed Dave or Keith. And why? For the benefit of the overseas markets, who don't like to buy anything that looks too foreign.

With *Mystical Ninja Starring Goemon*, Konami is taking the chance that quality adventure gameplay and 3D graphics will win over the masses who would otherwise be put off by the overall Japanese-ness of the game. It's a story of alien visitors stirring things up in ancient Japan, and the story is told with Japanese-style scenery, monsters, houses, flowers, people, and heroes called Ebisu maru, Yae and Sasuke. The only things being changed for our benefit are the text and speech. We can hardly wait!



Goemon's friend Ebisu takes time out to appreciate the amazing view.



Main character Goemon makes a tough journey to the top of a mountain.

GOEMON'S GANG

When we last saw Goemon he was buddied up with his portly Ninja pal, Ebisu maru. This time the duo are joined by two new characters, Yae, a female secret agent Ninja, and Sasuke, a mechanical Ninja. As far as abilities go, all four heroes are basically the same, but they use different weapons, and acquire different objects and magical powers during the course of the game. Also, there are occasions when non-player characters are willing to give information and items to one character, but not the others. At the start of the game you can switch between Goemon and Ebisu maru at will. After you've defeated the first boss Yae joins the party, and you 'acquire' the deactivated Sasuke shortly afterwards. The only way to power him up and get him on the team is by finding two batteries later in the game.



Yae (right) appears at the start of the 2nd stage.



A couple of batteries revive the robot Sasuke.

THE TOWN GOSSIP

Information is essential to your quest and the only way to get it is by talking to everyone you meet. The town streets are full of people (and animals) who have advice or clues, or you can head for the taverns where you'll always find a tongue that's been loosened by ale. Sometimes you have to be careful what you say to them, and who says it, because different replies and different heroes can take the conversation off into unhelpful areas.



Answer this guy's questions correctly to get the pipe hook shot.



Even this mutt has something to say. What's that boy? You want me to follow you? Alright, let's go!



Only Ebisu Maru can get a result from this tiny angler woman.





FIND THE DUMPLING

The pick-ups that appear throughout the quest are something else that has been carried over from the previous *Mystical Ninja* game. Smashed enemies drop 'nasal medals' which can either be turned into cash ('ryo') to spend in town, or used for high-power attacks like Goemon's throwing medal or Yae's bazooka. Sometimes you might also be able to recover a dumpling from a fallen foe which replenishes your energy slightly. More potent pick-ups are to be found in hard-to-reach places. Lucky cats come in regular and gold flavours, and they add to your overall energy level. Scrolls bestow extra lives, and sparkling dumplings fully replenish your health.


The red cards are extra lives. But they're tough to reach.


Cat statues add hearts to Goemon's energy bar.


The elephant statue gives Goemon info or a map.


Smashing the clay pots helps Goemon to find medals.


You won't get anywhere much without finding the right keys.


Eat Sparkling dumplings for full health. That explains the blue hair!

ADVENTURE IN STORE

As in *Mystical Ninja* on the Super NES, the towns in N64 Goemon are full of shops where you can pick up supplies. Restaurants and coffee shops let you stock up on nourishment, while a night at an inn lets you recover any lost vitality. To make sure you don't lose it in the first place you can pick up some armour made of straw, silver or gold. Fortune tellers will give you extra-useful advice at a price and a few minutes in a gym will help you master your magic power.


Some of these inns are a bit spartan. Where's the cable telly?



The metal helmet on sale here protects the wearer from five shots.







SUCK MEAT SAW-HAMMER,. BUBI

Though there's a lot of exploration, puzzle-solving and platform cavorting in *Goemon*, a lot of your time is spent fending off bizarre monsters that attack whenever you're in open country or a boss palace.
To this end, all the characters are armed with their own particular weapons. Goemon has his head-knockin' pipe, as well as the ability to fling the golden medals he collects, while Ebisu maru packs his saw-hammer. Yae comes equipped with a Katana sword and Sasuke is equipped with Ninja knives and bombs.

As the game progresses the heroes acquire new weapons and abilities which are essential in especially tricky situations. Goemon gets a hook shot that smacks distant foes and can drag him across unjumpable gaps, while his medal-throwing ability becomes a flame shot. Meanwhile, Yae gets a bazooka and Sasuke ends up with throwing knives that freeze enemies and chill fiery ground. And Ebisu Maru's saw-hammer becomes a meat saw-hammer, which turns enemies into health-restoring dumplings!



The inventory screen shows your heroes' available weapons.


Goemon's hook shot allows him to leap across large gaps.


Ebisu Maru's Meat-Saw Hammer makes baddies yummy.


A frozen samurai ghost, courtesy of Sasuke's ice kunai.



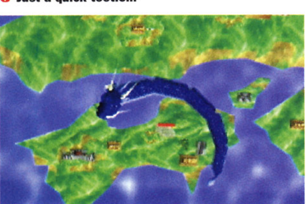
Goemon and team, looking about as traditionally Japanese as you're ever likely to find on a UK N64!

FLY DRAGON-AIRI

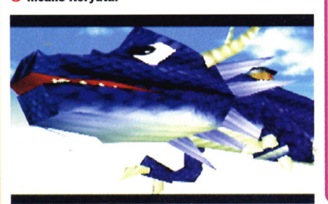
One of the shops we didn't mention earlier is the travel agent, where you can buy trips around the Japanese islands if you need to travel long distances quickly. But why pay for a boat ride when you can fly between locations on the back of a dragon for free? Halfway through the second part of the game, Yae acquires Koryuta's Flute which summons Koryuta, child of the Dragon God. When you summon him you're shown a map illustrating all the locations you've already visited. Just pick one and Koryuta takes you there in seconds!



Just a quick tootle...



...calls Koryuta.



FEATS OF SORCERY

One of the other differences between the four heroes is the magical powers they gain during the quest. The people you meet challenge one of the heroes to a subgame and if you complete it within a time limit the power is yours.

The first magic subgame you come across sees Ebisu maru shrunk down and placed in a chest. The idea is to collect eight sweets before the time runs out, a task that's complicated by the baddies loose in the chest and the bloke who occasionally opens it, shakes it about and drops bombs on you. If you get hit three times you have to start again, but if you manage it Ebisu maru can magically shrink himself to get through tiny openings.

The other characters play different games to get different powers: Goemon has to throw boxes at mole creatures to acquire super-strength magic; Yae has to climb a waterfall to get a mermaid spell that lets her swim anywhere; Sasuke has to climb a column to earn the power of flight.



Collect eight sweets and Ebisu Maru wins the power of shrinkage.



Now when large doors obstruct his path...



...he can use the teeny-weeny side door.



ALL ABOARD THE GIANT DEATH ROBOT

At certain points in the game, Goemon blows a magic horn to call the giant war robot, Impact, then he climbs aboard to take the controls. The appearance of Impact usually means there's a major boss in the area somewhere, but before you can take him on you have to guide Impact through the 'High Speed Impact Bomber' stage.

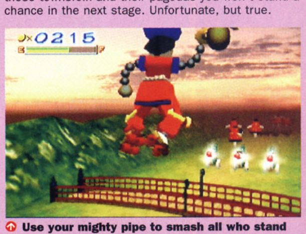
Powered by his rocket skates, Impact speeds through a scrolling valley full of buildings protected by cannons and flying defences, and he has to trash the lot. You have to steer him through the stage, smashing buildings and aircraft with his mighty pipe, shooting giant nasal medals at the cannons, and jumping over the chasms and bridges that threaten to trip him up. Shooting the cannons provides more medals and destroying everything else fills Impact's oil tanks. These act as his stamina reserve during the forthcoming boss assault, so if you go easy on those townsfolk and their pagodas you won't stand a chance in the next stage. Unfortunate, but true.



A Green Ranger-style toot on the horn...



...And Impact springs forth!



Use your mighty pipe to smash all who stand in your way!









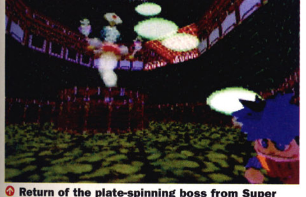




DEFEAT THE GIANT HEAD!

By the end of each level you always find yourself in a sinister boss palace full of monsters, traps and locked doors. With skill and a bit of puzzle-solving savvy you should be able to find a way into the boss' inner lair, but to complete the level the boss has to be destroyed. The bosses measure up to the usual Konami standard, ie. imaginative, and very tricky until you work out their patterns and weak spots. Sometimes teamwork is required, as the only way to beat a boss is to start with one character and finish him with another.

Goemon needs to stand close to this first boss and smack his chin.



Return of the plate-spinning boss from Super NES Mystical Ninja.



Ebisu Maru gets first shot at this boss, then Goemon takes over.



A friendly Japanese icon turned bad!



Goemon impresses the Mayor's daughter.

SUDDEN IMPACT

In the Impact battle game you get a Goemon's-eye-view of the action from the cockpit in Impact's head. Ahead of you is the enemy boss who attacks with rockets, death parasols, magic, fists, the lot. Impact has a few moves of his own, but mastering them takes timing and a bit of fighting-game-style control skill.

When the enemy gets close you can block or punch with Impact's left and right fists, and even string together simple punch combos. If he's at a distance you can fire nasal medals. These are just the basic moves though. With a bit of skill you can launch a hook shot pipe to drag him towards you, then pound him with the robotic version of E Honda's Hundred Hand Slap. Impact is also equipped with a laser, and when your enemy is pausing to recover his strength, a quick button combo can dramatically blast him into the scenery!



Wait until the Kabuki is in close, then jab and hook for maximum effect!



Spectacular evasive action from the Kabuki foe. He'll soon be back.



A laser blast torches the enemy. Ha!



A slap to your face! This HURTS!



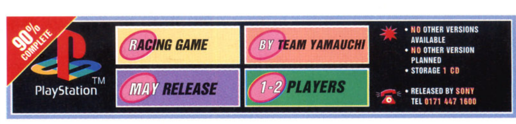


This giant doll's head is the least of your worries!

BABY I'M READY TO GOE!

We played a Japanese copy of *Goemon* for this piece, but even though we couldn't understand a blinkin' word we got well into the zany Oriental action. Konami has already finished the translation and the finished game is due out over here by early March. Don't miss next month's review!





The most impressive console racing game ever is out in Japan right now. But wait! It looks like the UK version will be even better!

GRAN TURISMO
THE REAL DRIVING SIMULATOR

Gran Turismo is certainly going to be one of the biggest games Sony have ever had. It came out in Japan just before Christmas and has done brilliantly already, but it's not due over here in the UK for a while. Instead of simply translating the text, Sony are taking their time making a game that UK gamers can't resist – improving the graphics, speeding the action up, adding new cars and even adding a soundtrack by some of the hottest bands around. If you've still got any doubts about *Gran Turismo* being massive, take a look at the Japanese version with us and you'll soon change your mind.



While racing you can hold L1 to switch to a rear view. Now cut everyone up!



You can't roll the cars right over, but a nasty crash can knock them into the air.



IT'S A GRAPHICAL DINNER PARTY!

First things first – *Gran Turismo* has some of the most incredible graphics ever seen in a console game. The car models are all extremely detailed and sharp, but it's the reflection effect that makes them look so great. Lights reflect off shiny cars, moving around the contours perfectly to give an extra sense of realism. The reflections aren't genuinely of the scenery outside the car, but they're so well done it's often hard to tell.

BUT, BUT... HOW?

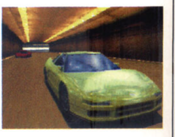
GT is the first game to use Sony's new "Performance Analyser", a clever piece of equipment which tests games and works out exactly how much each part of the PlayStation is being used. This lets developers work out where they can improve their games to get the very most out of the PlayStation, and it shows with *Gran Turismo*. From now on, almost every PlayStation game will be developed with the Performance Analyser for maximum effect, "enabling PlayStation developers to create the Third Generation of games," as Sony say.
The Performance Analyser has also brought up a few surprises. Apparently the conversion of *Tekken 2* only uses about 30% or 40% of the PlayStation's potential...

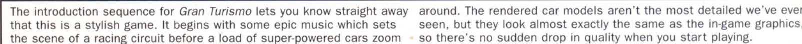












A LONG TIME AGO, IN A GARAGE FAR FAR AWAY

The introduction sequence for *Gran Turismo* lets you know straight away that this is a stylish game. It begins with some epic music which sets the scene of a racing circuit before a load of super-powered cars zoom around. The rendered car models aren't the most detailed we've ever seen, but they look almost exactly the same as the in-game graphics, so there's no sudden drop in quality when you start playing.













The video quality is excellent, and the cars fly around the track at massive speeds to get you ready for the racing action ahead.



EASY TO START, HARD TO STOP

There are two very different major sections to *Gran Turismo* – Quick Arcade Mode and the Gran Turismo itself. The basic features of each are as follows.





Arcade Mode has a different style to GT Mode.



COME ON! LETS RACE!

Arcade Mode also has a two-player split-screen option. Although there are no cars in the race other than the two players, the graphic detail is kept surprisingly high and the action is only slightly slower than the one-player mode. One excellent feature is that at the end of a race you can watch a full-screen replay with all the brilliant camera angles of the normal game, or even switch it into split-screen replay mode.



In two-player mode you can pick any of the cars available in the one-player Arcade Mode.



The detail on the cars and scenery is excellent, and the pop-up is practically the same as usual!



After a close split-screen battle, watch a replay of the whole thing from excellent TV camera views!

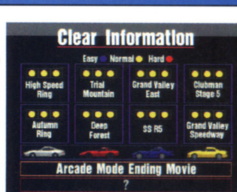




QUICK ARCADE

Like many arcade racing games, this is very easy to set up. Simply pick the car you wish to drive from the wide selection, then choose one of the four tracks available. Each time you win a race the "Goodies" screen is updated to show your progress in earning extra bonuses.

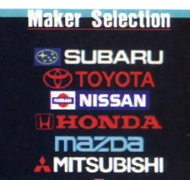
There are three classes of car to pick – lettered A, B and C – and there are three difficulty settings available. If you win an Easy race in an A Class car, a blue dot is put in the "A" space for that track, and so on. If you manage to win Normal or Hard races in all three classes of car on a single track, you're given a bonus course to race on. The ultimate challenge is to win every single race on Hard mode in all three classes of car. A word of warning – winning a hard race in a C Class car (the sort of thing you see trundling around town centres on a Sunday) isn't easy at all.

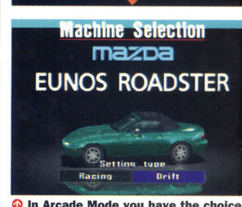


Get all blue for more cars, yellow for the movie, and red for Hi-Fi GT Mode.

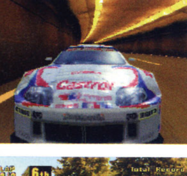








In Arcade Mode you have the choice of Racing or Drift modes. One's speedy, one's slidy – guess which is which.







GRAN TURISMO

The Gran Turismo Mode itself is a lot more serious than Quick Arcade mode. Winning races is worth money which you can use to buy new, more powerful cars from the massive selection. Here's roughly how the full Gran Turismo Mode works.

ASTON MARTIN
CHRYSLER
TVR
TOYOTA
MAZDA
6 MITSUBISHI
2 MACHINE TEST
1 HOME
HONDA
NISSAN
3 CAR WASH
5 GO RACE
4 LICENSE
SUBARU
CHEVROLET
EXIT

1. HOME



From your home you can access your garage and view your current collection of cars and all the information you could possibly need about them. There's also a Trade option where you and a friend can swap cars from your personal collection on a memory card.

2. MACHINE TEST



Here's where you get to take your collection of dream machines out on the road and tune them to perfection. A high-speed banked oval course lets you figure out and record your top speed and best lap times, while other tests let you get the handling of your machine just right.

3. CAR WASH



After a few hard races, your car will start to lose its showroom shine. For just 5000 credits you can give it a good wash and get it like brand new. Other than that, the Car Wash seems pointless.

4. LICENCE



Before you can enter any races in Gran Turismo Mode you need to get your licences. There are three to earn, each with eight challenges for you to complete, such as getting round a corner perfectly or doing a lap in a strict time limit. If you collect all eight cups you earn the licence, giving you access to more races. Some of the challenges are extremely tough, especially those needed for the International A Licence.



Your first challenge is to drive this crappy little car at top speed for one kilometre then brake and stop in a small marked box on the track in under 36 seconds.



You need to get around the corners perfectly in order to make the tough time limit. You must master the powersliding of a different car for each challenge.

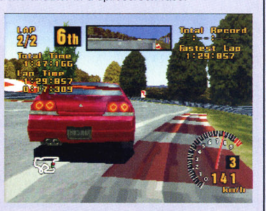


The International A Licence lets you compete in these tough GT rally races, as long as you've got enough money to buy one of the super-fast Special cars.

5. GO RACE

There are five main race categories from which to choose here. Time Trials and Spot Races can be attempted on any course whenever you want, simply to practice the tracks and attempt to score new lap times. The GT League features four championships of varying difficulty which can only be attempted with the relevant licences, though victory will earn you massive amounts of cash. The Special Events require an A Licence and vary from Front-Wheel Drive tournaments to USA versus Great Britain championships. If you do well enough in the varied challenges, you open up even more options including long high-speed GT races in the $50,000,000 "Special" cars! The final option – Memory Card Battle – lets you and a friend plug in your memory cards with saved car collections, then compete against one another in a split-screen race.





THE PHAT CONTROLLER

The Japanese import version of *Gran Turismo* is compatible with the new "Dual-Shock" version of the analogue PlayStation pad. As well as new rounded twin sticks, it also has a wider range of rumbles. As you pull away from the start, certain cars really make the pad shake (especially the Mitsubishis) and you even get to feel as your tyres lose grip on hard corners!



Look! Dual analogue control!

The analogue steering is great, as you don't need to go around corners tapping the pad repeatedly – instead you just hold the stick slightly to turn gradually! It's also possible to set one of the sticks up as analogue steering with the other as analogue acceleration, meaning that you can hold the revs at exactly the right level if you want. It takes some getting used to, but is more realistic. We've heard that Sony are considering releasing the Dual Shock analogue pad in the UK when *Gran Turismo* comes out, complete with the rumble feature!







6. THE CAR COMPANIES

There are ten major car companies in *Gran Turismo*, each with a fantastic selection of real vehicles for you to use. There's a massive number of real cars available – we know there are well over 150, but Sony claim that there are over 250! And these are all truly different cars, not just colour variations of the same thing. You can also upgrade each part of your car as you get the money, meaning that there are thousands and thousands of possible set-ups!



The Aston Martin DB7 Volante. Pure James Bond!



A Chrysler Dodge Viper GTS with sexy racing paintwork.



A TVR Cerbera. Made right here in good old Blighty!



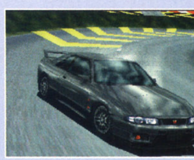
The RZ7 A Spec from Mazda. Stupid name, cool car.



A Toyota Supra RZ. You could drive this to the shops.



The Mitsubishi GTO Twin Turbo. Makes the pad rumble!



A Nissan R33 GT-R Vspec. Not exactly the coolest car ever.



A Honda NSX Type S. A great car to use in Arcade Mode.



The Corvette '96 GS. A super-funky groovemobile!



AROUND THE WORLD

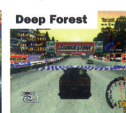
Gran Turismo's tracks work in a similar way to *Rage Racer*'s in that they have loads of alternate routes which can be opened up to change the course completely. There are six main tracks, each with multiple course possibilities and their own look, as well as the test track – a simple banked oval with massive straights.

Autumn Ring

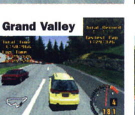


Clubman Stage

Deep Forest



Grand Valley



High Speed Ring

Trial Mountain



LOOK MA! I'M ON TELLY!

A good replay feature is always popular with gamers, and *Gran Turismo* has a fantastic one. After each race (even qualifying laps) you get the option to see it all again from realistic TV-style camera angles or inside the car. It's hard to appreciate the quality of the graphics while racing, but the replays let you see the awesome reflections on the cars as well as the realistic movement of the suspension. Any racing fan who sees these replays in action will want *GT* immediately! You can even save your favourite replays to memory card forever and watch them in the Replay Theatre whenever you want.











Races look even more exciting when you watch the replays of them!



MEANWHILE IN THE UK...



As *Gran Turismo* is such a big game for Sony, they're not just going to do a shoddy PAL conversion and chuck it into game stores. Instead they're taking their time adding new features for the UK market.

For a start, Sony say they'll make the game run between 15% and 30% faster as we're all so used to playing things like *WipEout 2097*. Although the developers don't seem too keen on this idea as the car speeds are supposed to be perfectly accurate. A new pan-European competition is planned, and European cars will be made available in Arcade Mode. The current slowdown caused by the smoke effect is going to be removed, and there's even the possibility of more camera angles being added (such as one on the bonnet of the car).

But the biggest change is going to be the soundtrack. The Japanese version has slightly cheesy guitar rock music running all the way through it, but the UK will have the first game soundtrack entirely by real bands. It will feature the Manic Street Preachers (remixed by the Chemical Brothers), Ash, Garbage, Dubstar, Feeder and Cubanate, which will no doubt be more appealing to UK gamers.



SUPER-SMOOTH SECRET!



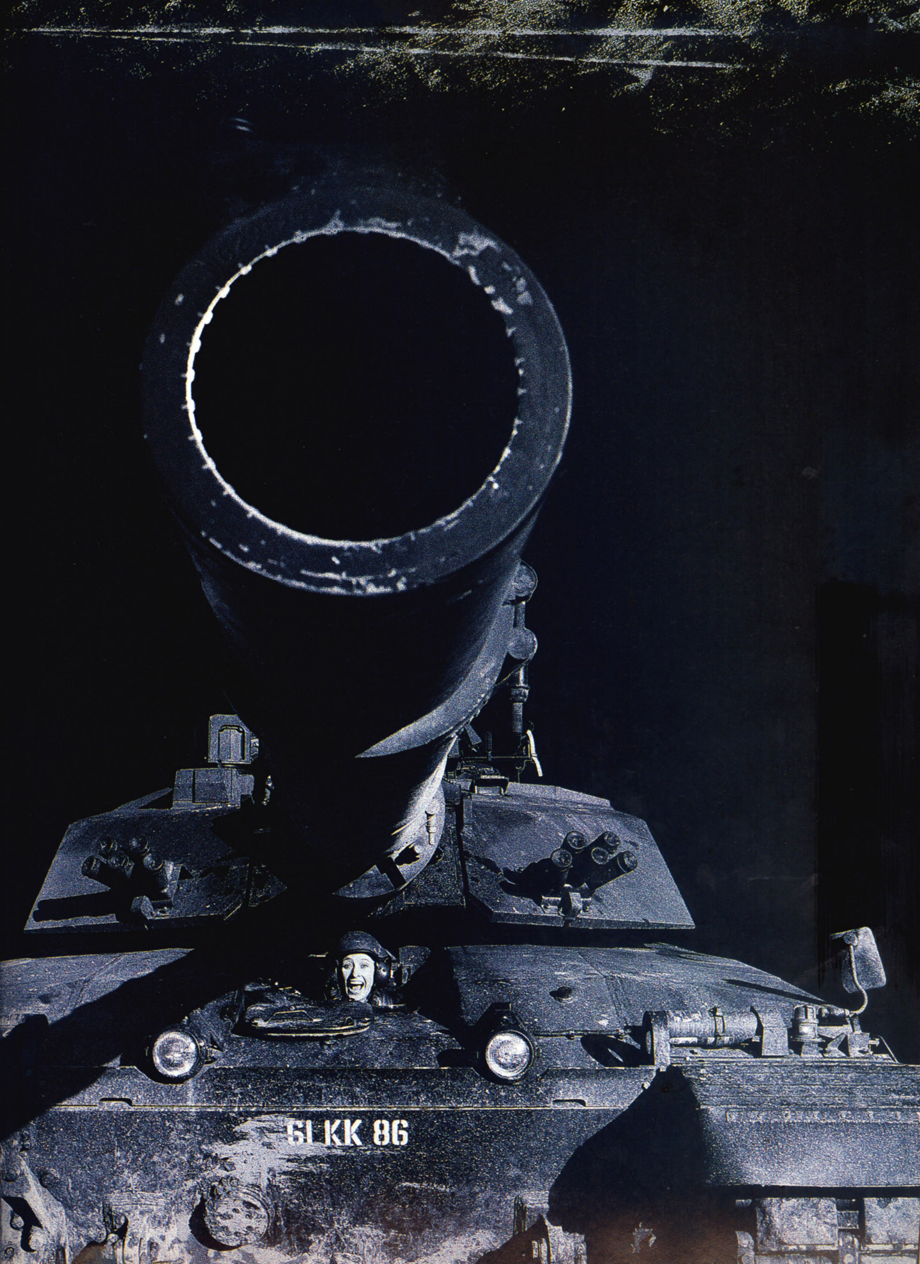
Completing all the races and classes in Arcade Mode on Hard setting gives you a bonus option called GT Hi-Fi Mode. This bonus mode removes certain graphical details such as the translucent lights and smoke, as well as other cars. In return it pushes the frame rate of the game up to 60 per second, making it look unbelievably smooth! It's only useful as a novelty, but makes the replays look even more incredible than ever!



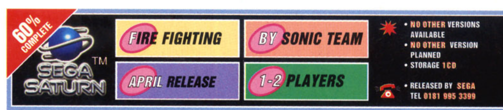
EE, THAT'S REET GRAN THAT IS!

You've seen the Japanese version, and you know what Sony are planning for the UK version. Now you've got to wait until May before you can get your hands on it! We'll update you as soon as we get our first look at the PAL game.




61 KK 86





The pre-launch excitement is spreading like wildfire. Now we're just waiting for the video game explosion that is set to be *Burning Rangers*! Hose us down!



Word has it that Sega's top development teams have been drafted into working on 'the new machine'. Perhaps that's true, but not entirely so. Sonic Team are clearly still coding for the Saturn – and if that ain't a top team, then we don't know what is! And they're not just working the hours either – their latest project, the futuristic fire-fighting epic *Burning Rangers*, promises to be an innovative and action-packed masterpiece. However, with all the new features they're constantly adding, we only pray they make their April 23rd (UK) release date!



TORCHED AND REBUILT

A game in which you play hi-tech firemen, jetpacking around collapsing skyscrapers and spaceships, looking for civilians. When playing last month's version of the game, the excitement of putting out the flames with our CO2 cannons and leaping away from flash fires was enough. But Sonic Team obviously weren't satisfied, as they've redesigned much of the early levels, with new areas, bridges, extra structures, even giant slabs of collapsed concrete roof. The sensation of being inside a rapidly-disintegrating building is greater than ever, and the levels are now better graded too.



Hanging on for dear life. This floor has completely collapsed!



There's more variety to the stages too, like this aquaduct.

THE SMOKE CLEARS...

Last month we mentioned there's going to be a two-player mode and bonus game included. The latest version of the game sheds slightly more light on the situation. From what we've seen, the Versus mode will be similar to *Virtual On*, allowing two fire-fighters to battle each other in a set of training arenas. As for the Bonus game, this looks to be some form of side-scrolling shoot 'em up! Could be that these will be interspersed throughout the game, as the Rangers race to the scene of the fire.



Look at the sharks swimming in the aquarium at the back!

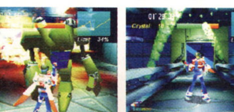


Underwater sections will play a big part.



Jetting through a fire-damaged hole. Look at the booster flares.







BURN, BABY, BURN!

Burning Rangers could be one of the most exhilarating games ever seen. Or its brilliance may be lost on the general public, as *NiGHTS* ultimately was. We're gonna find out next month.











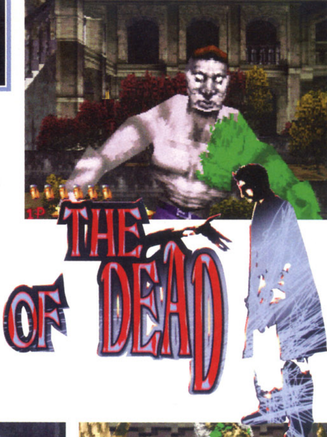


• ARCADE VERSION AVAILABLE
• NO OTHER VERSION PLANNED
• STORAGE 1CD

• RELEASED BY SEGA
TEL 0181 995 3399

Sega's unholy work continues apace. The Saturn experiment known as *House Of The Dead* has reached its second phase. And the results are... fascinating!





Last month we revealed early development work on the Saturn version of Sega's smash-hit arcade shooting game. Now, in the span of thirty days, the project has progressed far quicker than expected. More monsters, more levels, more playability – the work of outside development team, Tantalus, has finally begun to show what they're capable of. And the result could be a very close conversion of the coin-op. See for yourselves!

LEGION OF THE DAMNED

In the last version, only basic zombies were in the game. And some creatures – the monkey zombies for example – were replaced with shadowy versions of the dogs. Now the monkeys are in there, the chainsaw-sporting bearded zombies, the giant hammer-wielders, bats and giant maggots. The first boss now looks more complete too, with pipes dangling out of his body (compare these pictures to last month's). It's finally clear how impressive any conversion of *HotD* is on the Saturn, as these are more than just hollow 3D figures. They have internal graphics too, which are revealed when you blow chunks off them.



The zombie of Gary Bushell is now in the Saturn conversion. Looking good!



Zombie monkeys? What did you think they were? Gibbons? Now on Saturn!

The first boss – Chariot. His textures have been improved.

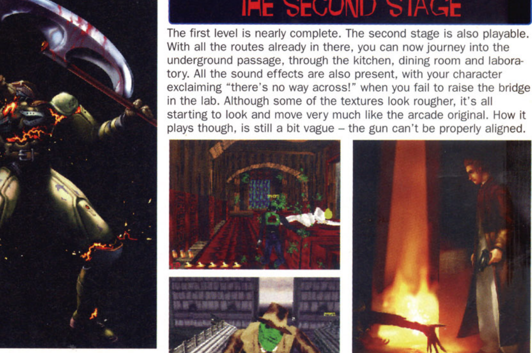


Without his armour, he now has his meaty pipes. Korking!



THE SECOND STAGE

The first level is nearly complete. The second stage is also playable. With all the routes already in there, you can now journey into the underground passage, through the kitchen, dining room and laboratory. All the sound effects are also present, with your character exclaiming "there's no way across!" when you fail to raise the bridge in the lab. Although some of the textures look rougher, it's all starting to look and move very much like the arcade original. How it plays though, is still a bit vague – the gun can't be properly aligned.







WHAT'S STILL TO BE DONE?

We've yet to see much of the third level. It still in a very basic form with untextured polygons. Also, there's still some scenery items to be added to the previous levels, such as the furniture or the barrels that contain the bonuses. At the moment, if you go in the kitchen there are just numbers floating around on the cooker to represent the pots and pans. The second boss too, only appears as a set of balls and numbers indicating his contact zones. The crackling intermissions screens and cut scenes have yet to be properly included too.

DEAD ON TARGET!

Saturn *House Of The Dead* is set for a UK release on the 9th April and our confidence in the conversion has increased after seeing this latest development. All will be revealed in the review next month.





90% COMPLETE

PlayStation™

FIGHTING GAME | BY LUCAS ARTS | APRIL RELEASE | 1-2 PLAYERS

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- RELEASED BY VIRGIN TEL 0171 368 2255

It WAS a period of civil war. Now it's a period of one-on-one fighting. The Star Wars gang are about to invade the 3D fighting arena.

STAR WARS MASTERS OF TERÄS KÄSI

They've entertained nearly every other mainstream genre of gaming, and now the Star Wars universe is about to expand into the 3D beat 'em up. Could this be too big a bridge for our heroes to cross? C'mon, they didn't exactly solve the galactic feud between the Rebels and the Empire with fists did they? While we've all been won over by *Dark Forces* and *X-Wing* games, *Teräs Käsi* could have an uphill task of convincing us it's capable of holding its own against the likes of *Tekken* and *Virtua Fighter*.

MASTERS OF TASTY CURRY?

The big question is what is this Teräs Käsi? Well, we didn't know either until we read the instruction booklet. Teräs Käsi is an ancient martial art, and obviously something dreamt up for the purpose of this game. Into the picture steps Arden Lyn, a master of this art, and a new character to the Star Wars universe. Hired by the Emperor, she has been chosen to defeat key members of the Rebel Alliance. Joining her are some of the Empires finest warriors, and a little known character called Boba Fett. The stage is set for dramatic battles, between the Empires finest, and the heroes of the Rebellion.



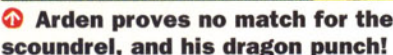


IMPRESSIVE... MOST IMPRESSIVE

There are eight characters to select at the start of the game, divided equally between fighters of the Empire and Rebellion. Arden Lyn, Boba Fett, Hoar the Tusken Raider, and Thok a Gamorrean Warrior are trying to implement the Emperor's plans. While Luke, Leia, Han and Chewbacca are fighting to thwart them. All fighters can use their trademark weapons. Luke is a tough opponent with his trusty lightsaber, while Boba Fett causes havoc with his jet-pack and rockets. To make matters worse, the comedy inclusion of Thok and Hoar prove to be the toughest/cheesiest two opponents in the game. Like any good beat 'em up, there are quite a few secret characters to collect.





Arden proves no match for the scoundrel, and his dragon punch!




No, that's impossible! Solo should be carbonite.



ALL TOO EASY

Each character has an array of moves with or without weapons. Moves are performed with *Mortal Kombat* style combos, with chains to start large combos. There is also a Force bar at the bottom of the screen, which fills up when you hit your opponent. There are four strengths of Force, with different specials available. These also including healing moves. The game almost seems to be a greatest hits compilation of any beat 'em up you can think of from the last five years, including evade moves, ring-outs and also victory poses and speech. Beat the other seven opponents and face-off against a mirror of yourself, and then onto Darth Vader himself. Lose and hear Darth utter the hilarious "The Force was not strong in this one".



Organa Flame! No it's not Yoga, it's a thermal detonator



Vader practices his backhand lob, on this willing volunteer.





THAT IS WHY YOU FAIL

Masters of Teräs Käsi should be ready for review next month. While not being the best fighting game in the universe, it's certainly not as bad as we expected. How it fairs against fierce competition remains to be seen.



Speed can slow you down.

Speed can leave you feeling weak and drained for
days afterwards. If you play in a team or if you're into sport,
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Speed can also affect your performance in other ways
so the only safe option is to avoid it altogether.
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national drugs hel?line
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It seems like a competition to see who makes the biggest game. Two discs for *Resident Evil 2*, three for *Final Fantasy VII* and now *Panzer*! Where will it end?

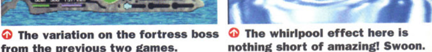
PANZER DRAGOON SAGA

FOUR DISCS! That's one huge game no matter what system you're playing on. Team Andromeda looked to have excelled themselves yet again with this, their newest *Panzer* game. Even though we can't fully appreciate the mechanics of the game until we get an English text version, it's still shaping up nicely. The main criticisms people had with the previous games is that they were too easy. This looks to have quashed that trend.



The variation on the fortress boss from the previous two games.

The whirlpool effect here is nothing short of amazing! Swoon.



IT'S GOT THE LOOK

One thing we must mention is how visually impressive this game is. Since the last update, the whole look is much more solid, in particular the stages where Azel travels through villages on foot. These settlements are vast in size and are also lit according to the time of the day. The variation of the landscapes is another chance to see the effort that has gone into this game. The finalé to disc one sees you overlooking a settlement on an ocean, and the effect you get cannot fail to impress even the toughest cynics.



Chaos reigns in the more intense battles. Beserker barrage!

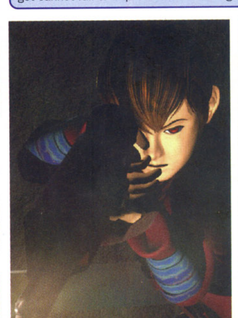
BIG BOSS MEN

Though the emphasis on the game has switched to the RPG angle, this doesn't mean that Team Andromeda have lost the ultra cool boss characters. The huge airborne mothership bosses that appeared in one form or another in previous *Panzer* games are back for a third time, as well as cavern-filling mutations and underground armoured sand-beasts. We're looking forward to the ride!















This is one of the new Dragoons found deep into your adventure.

PANZ PEOPLE

As you read this, a finished copy is currently being put through its paces here in the CVG Armoured Core Battlebase. We'll be bringing the full review next month, so tune in then.

GIZMO PALACE

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THIS MONTH'S VIDEO RELEASES
Some cool new ones, some old ones, some really awful ones. Can you guess which is which?
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NEXT MONTH

MORE RESIDENT EVIL 2 BLOOD AND GORE AND TERRIFYING GAMEPLAY.

AND: BREATH OF FIRE III, CHOCOBO'S MYSTERIOUS DUNGEON, ARMOURED CORE PROJECT, PANZER DRAGOON SAGA, KLONOA, HOUSE OF THE DEAD, FORSAKEN, POINT BLANK, BURNING RANGERS, AND LOADS MORE...

ISSUE No. 197 OUT ON MARCH 11TH

BACK ISSUES

RESERVATION

CHECKPOINT

This month's events and software releases at a glance. **February - March.**

IN ASSOCIATION WITH **electronics boutique**

Resident Evil 2, *Yoshi's Story* and *Shining Force 3* – awesome games now officially on their way to the UK. Meanwhile here are the delights we can expect in Britain this month.

From this month, and for many issues to come, we've enlisted the help of Electronics Boutique to make Checkpoint the most accurate and up-to-date release schedule you'll find. Software release dates and upcoming show dates will be more reliable than ever. And the good news is, that the kind people at EB have agreed to stump up more competition prizes. Instead of winning just one game on each format, we now have three copies to give away. Happy days indeed!

AOU SHOW

18th - 20th February
Makuhari Messe, Tokyo

You may have to wait a couple of issues for the extensive report on this show, but believe us when we say it'll be awesome! *Marvel vs Capcom* is sure to be one of the biggest games of the year if the shots we've seen already are anything to go by. Also, *Virtual On: Oratario Tangram* (Model 3 virtuaroids!), *Fighting Vipers 2*, and the sequel to *Soul Edge* from Namco. Blimey!

TOKYO TOY SHOW

18th - 22th March
Tokyo Big Site, Tokyo

This is toy world equivalent of E3. If a company has a new toy, they'll show it off here. Pocket Monster is sure to dominate the proceedings, with all manner of weird and wonderful gadgets. Beast Wars will also be in strong demand, and the latest Tamagotchis too.

TOKYO GAME SHOW SPRING

20th - 22th March
Makuhari Messe, Tokyo

The biggest video game show in the world, after E3. This will have some of the hottest games of the year on display, including *Tekken 3* and (hopefully) *Metal Gear Solid*. Maybe Sega will unveil the new *Sonic* game, and have demos of the games for the new machine? Whatever happens, TGS will be given the best coverage in CVG.





WIN WITH electronics boutique

BLOODY ROAR

Another fighting game, this time courtesy of Virgin, but this is a completely new and novel title. You have the ability to transform into a beast during fights to give you more strength. And from that comes our weak-link competition: You all know what it's like when you get on holiday – straight out into the sun with no sun protection at all. All you have to do is send us pictures of the most 'bloody raw' sunburn you've seen. Simple. Send you entries to **WHO'S THE BEETROOT OVER THERE?**

WINTER HEAT

More Winter sports action, this time courtesy of Sega. Following in the footsteps of Sega's *Athlete Kings* in terms of being immensely playable, this features all the classic events from the Winter Olympics. So, bearing in mind the winter feel to this, you have to design a new event for the games. Three senders of the funniest and most original will all win themselves a copy of the game. Entries marked **IT AIN'T 'ALF HOT MUM** will be opened. Anything else won't.

NAGANO WINTER OLYMPICS

Konami's N64 sports title adds another chilly feel to the last competition prize this month. It's the official licence of the games that are in progress as we speak (providing you bought this before the 22nd of February) and frankly the British are pretty poor when it comes to the medal count. In fact, the only 'decent' thing we've seen in recent years is Eddie 'The Eagle' Edwards. All you have to do, is make a five line limerick telling us how bad he was. Mark entries to **THERE ONCE WAS A CRAP SKIER CALLED EDDIE.**

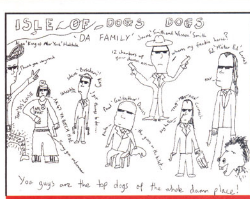
Send entries as soon as possible to:

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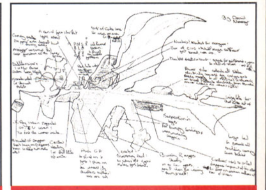
What are the benefits you have for using EB to buy all of your games? Well, joining via the free membership gives you a loyalty card. Use this often enough and discounts and special offers will be headed your way. If you don't like the game you've bought, you can take it back within ten days and get a full refund, or you can trade in games once you've finished them to get discounts on new titles. If you want any information, give the customer support line a ring on 0800 317778.

WINNERS! WINNERS! WINNERS!



GRAND THEFT AUTO

We had loads of entries for this compo, to come up with a name for the gang leader of your town. There were some pretty crap answers like Mad Slasher and Rock Hard Bill, which went straight into the bin, but there were better. Posh Slice got a small grin from Steve, Ed liked the Wackaday aka The Pink Hammer attempt, but in the end there can only be one winner. And that was Stephen Murison from Aberdeen. He came up with Isle of Dogs Dogs. And it made us laugh so he wins. Well done sir.



PANZER DRAGOON SAGA

Misunderstanding of the month goes to the majority of the people who got the angle for this competition wrong. Basically, when we said design the ultimate dragoon ride, we meant that you should design the ultimate dragoon that Azel could ride on. The best entry we got was from Daniel Nemenyi for Edgware in Middlesex. His Dragoon not only had an area completely for Coca Cola and a heated swimming pool, but also Burning Ranger boots! Cool.

SENSIBLE WORLD OF SOCCER 2000

We had a couple of funny entries for this compo too. The general rule was that we, the Humans, were travelling to Mars to play against Martians and such like. We had goalies with ten arms, refs with no eyes or ears so you can practically kill people without being punished. We liked Simon Mills entry the best though for his mock newspaper sports page that he sent in. In this he says that through DNA cloning, people can have a whole team of Ronaldos or six Gazzas. And the West Somerset Farmers Association announced that farmer Reg Livingstone had signed for Farmer Giles' Dairy Farm from the Keynston Mill Fruit Farm for the bargain price of £90,000,000,000,000,000,000. You get the idea. Well done Si.

FEB-MARCH SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED It's hot, so buy it! BLUE Avoid like the plague!

GAME NAME	COMPANY	FORMAT
13th February 1998		
Winter Heat	Sega	Saturn
Skull Monkeys	EA	PlayStation
Deathtrap Dungeon	Eidos	PlayStation
Fighters Destiny	Ocean	Nintendo 64
F1 '97	Psygnosis	PC CD-ROM
PQ Swat 2	CUC Software	PC CD-ROM
16th February		
PFA Soccer Manager	Eidos	PlayStation
20th February		
Snow Racer	Ocean	PlayStation
28th February		
Powerplay Hockey '98	Virgin	PlayStation
Bloody Roar	Virgin	PlayStation
February (no set release)		
Bust-a-Move 3	Acclaim	PlayStation
X-Men: COTA	Acclaim	PlayStation
Bomberman	THE Games	Game Boy
NHL Breakaway '98	Acclaim	Nintendo 64
Batman and Robin	Acclaim	PlayStation
Riven	Acclaim	PlayStation
Crusin' USA	THE Games	Nintendo 64
Destruction Derby 2: Platinum	Psygnosis	PlayStation
WipEout 2097: Platinum	Psygnosis	PlayStation
Tetrisphere	THE Games	Nintendo 64
Ridge Racer Revolution: Platinum	Sony	PlayStation
Spice World	Sony	PlayStation
WCW vs NWO	THQ	Nintendo 64
Actua Golf 2	Gremlin	PC CD-ROM
6th March		
Diablo	EA	PlayStation
13th March		
Aironaunts	Ocean	PlayStation/PC CD-ROM
27th March		
Street Fighter Collection	Virgin	PlayStation
Wetrix	Ocean	Nintendo 64
March (no set release)		
Tomb Raider: Platinum	Eidos	PlayStation
Atari Greatest Hits GT	Interactive	Saturn
Maximum Force	GT Interactive	Saturn
Premier Manager '98	Gremlin	PlayStation
Snowbo Kids	THE Games	Nintendo 64
Powerboat	Interplay	PlayStation
Bushido Blade	Sony	PlayStation
Indy 500	Virgin	PlayStation
Nagano Winter Olympics	Konami	Nintendo 64
Starcraft	CUC Software	PC CD-ROM
Shadow Master	Psygnosis	PC CD-ROM
Croc	EA	PC CD-ROM
Flight Unlimited 2	Eidos	PC CD-ROM
Deathtrap Dungeon	Eidos	PC CD-ROM
Sensible World of Soccer 2000	GT Interactive	PC CD-ROM
Actua Ice Hockey	Gremlin	PC CD-ROM
Star Wars Supremecy	Virgin	PC CD-ROM
iPanzer 44	Interactive Magic	PC CD-ROM
Populous 3	EA	PC CD-ROM



WELCOME TO EB WORLD

Our immense thanks go to Jessica and Simon at EB for helping us to set this up. Without their cooperation, none of this would be possible. By the way, these release dates are correct at the time of going to press, and we cannot be held responsible in any way if the dates slip. Thank you!

28th Feb



13th Feb



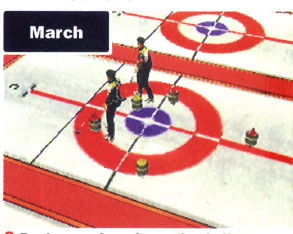
Fighters Destiny is the best fighting game on the N64 so far, and it's in the shops on 13th Feb.

February



At twenty quid, *WipEout 2097* is a steal!

March



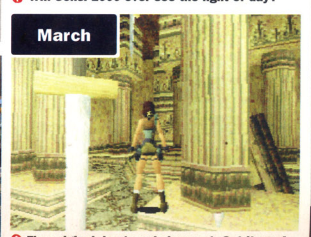
Roadsweeps favourite pastime in *Nagano*.

March



Will *Sensi 2000* ever see the light of day?

March



The original, best, and cheapest. Get it now!





3D FIGHTING GAME	BY SQUARESOFT
MAR RELEASE	1-2 PLAYERS

- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

Squaresoft did *quite* well with *Final Fantasy VII*. Is it possible for them to be kings of both RPGs and fighting games at once?

BUSHIDO BLADE

You'd think that someone would have used the excellent technology we have for video games these days to make a realistic fighting game, but so far it's not happened. Combat games have been getting more and more over-the-top in the last few years, and simulations have been pretty much overlooked. *Bushido Blade* is Squaresoft's attempt at making a realistic swordfighting simulation – if you get hit in the next with a sword, you fall over and die as you probably would in real life. It's a brave thing to try, but does it work?

TASTE COLD STEEL, SCOUNDREL

In *Bushido Blade* each of the characters has practically the same set of moves as the last. Instead, your choice of fighter affects your speed, size, dexterity and handling of the various weapons. Once you've decided who you want to play as you must pick a weapon out of the eight available. Each weapon gives your fighter a different selection of moves, and has its own weight and size ratings which affect your character accordingly. As you'd expect, a weak fighter won't be very good with the heavy sledgehammer, and so on. Choose well, warrior.



This helpful young lady hands you your selected weapon. Don't forget to say thank you.

SLEDGEHAMMER

Total Length: 83.5cm
Weight: 4.5kg



As it's the heaviest weapon in the game, none of the fighters are very quick with it. The sledgehammer is so powerful that one hit is often all it takes to win a fight – just make sure you get your timing just right or you're in trouble.

BROADSWORD

Total Length: 85cm
Blade Length: 65cm
Blade Width: 8.5cm
Weight: 4.1kg

A big, heavy weapon which is slow to attack but has the advantage of being double-sided. This gives you the opportunity for some quick dashing attacks, though you will be left open to counterattacks.

LONG SWORD

Total Length: 79cm
Blade Length: 64cm
Blade Width: 5.2cm
Weight: 1.4kg



While it's called the "Long Sword" it's not actually the longest sword in the game. It's very light, meaning that it's quick to use but you need to get close to be able to hit your opponent.

RAPIER

Total Length: 75cm
Blade Length: 63cm
Weight: 0.9kg



The Rapier is the quickest weapon in *Bushido Blade* and is best used with fast characters. This speedy combination means you can dash in close, hit a few times then duck away again.

NODACHI

Total Length: 119cm
Blade Length: 93.2cm
Width/Curvature: 3.9cm
Weight: 1.9kg



The NoDachi is very long and light, but isn't as easy to use as other weapons. It has powerful attacks and is a good defensive weapon but takes time to master, especially with weaker and smaller fighters.

NAGINATA

Total Length: 181cm
Blade Length: 45cm
Weight: 2.2kg



A very useful long range weapon, the Naginata lets you stab people without having to put yourself at risk. Although it's also good for defence, if you let an enemy get close you're in trouble.

SABER

Total Length: 72cm
Blade Length: 60cm
Weight: 1.2kg



Although it's a lot shorter, the Saber is best used in a similar way to the Rapier – quick dashing attacks with hasty retreats. You need to be confident with the tiny Saber and just lunge at opponents all the time.

KATANA

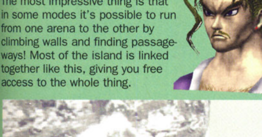
Total Length: 92cm
Blade Length: 69.3cm
Width/Curvature: 2.1cm
Weight: 1.5kg



The nearest thing to a "standard" weapon in *Bushido Blade*. The Katana is good at pretty much everything, though it works best when used for quick dashing combos and long range attacks.

GET ORF MY LAND!

Bushido Blade's battles are set on a massive island which has twelve main arenas all around it. Each one is completely different from the last with different weather effects (such as wind which blows small fighters) and scenery to hide behind. These areas are all much bigger than the usual rings you get in other fighting games, so it's possible to run around at will. If you're in trouble, run away from your opponent and get on higher ground or hide behind a tree!



The most impressive thing is that in some modes it's possible to run from one arena to the other by climbing walls and finding passageways! Most of the island is linked together like this, giving you free access to the whole thing.



It's dishonourable to attack a fighter who is climbing to another level. Who cares? Stab him!



This caged courtyard leads to the wooden bridge below, then onto the rest of the island.



Try running away from an opponent so that they follow, then turn and attack suddenly.



Slash Mode sees you fighting off 100 training dummies one by one.



Your character in the top right corner looks like they're injured.



A swipe straight across the chest sends your opponent flying backwards.

HERE'S MUD IN YER EYE!

Bushido Blade's standard controls are fairly unusual. The four main buttons let you attack high, medium or low or parry an attack (your fighter defensively swipes to knock weapons away), while the two R shoulder buttons let you change stance. Each weapon has three different stances, letting you get into more offensive positions for faster attacks but less defence, if that's what you want. Holding the L1 button and pressing the d-pad lets you run wherever you want.

As well as your weapon attacks, there are a few little tricks you can pull off while fighting. Each character has a selection of defensive dodges and rolls, and it's even possible to grab a handful of dirt or sand and throw it into an opponent's face to buy yourself a bit of time!





Hold Forward and tap R2 twice to chuck a (very big) handful of dirt.



Intermissions like this come up in Story Mode.

VIRTUAL REALITY MODE

Another unique feature of *Bushido Blade* is the POV (Point Of View) Mode. Your character's controls remain the same as usual, but you watch the action from inside their head. These battles are often more exciting than usual ones because it's possible to creep up on your enemy from behind, plus you really feel like your in the action.

A little polygon model of your fighter is shown in the top right corner of the screen so that you can see exactly what you're doing. It shows your current stance as well as letting you know when you're having trouble moving because of injury.





POV Mode shows off the character detail.

CVG OPINION

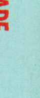
***Bushido Blade* is a great concept – a tactical swordfighting simulation with the freedom to fight anywhere around a massive island – but it's such an ambitious idea that unfortunately it doesn't work too well. By far the biggest downer is the way that the game is so slow. The Japanese version was always very slow, but the PAL conversion slows it down even more, making the whole thing very sluggish to play. You never really feel that you're controlling your character, rather that you're typing commands for him to follow if he feels like it. Once you get to grips with the controls and get into a close fight it can get very exciting, and finishing an opponent with a perfectly-timed parry and counterattack is really satisfying. Unfortunately, most people won't want to spend the time it takes to get into *Bushido Blade*. Also, the one-player mode can be annoying, especially as a dishonourable victory doesn't count (stabbing people in the back or side, for example) but the computer will normally do it to you without a second thought. Grr. *Bushido Blade* is a brilliant idea, but the game itself isn't as great as we'd hoped.**

ED LOMAS



Very hard to get into, and the poor UK conversion means it's extremely slow. With a lot of effort you'll find a great game in there.





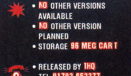








WRESTLING	BY THE MAN BREEZE
MAR RELEASE	1-16 PLAYERS



- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 96 MEG CART
- RELEASED BY THQ TEL 01703 653377

American Pro Wrestling – what was once a mere quest for cash and marketing deals has become a battle of good and evil! Choose sides and prepare for the coolest grapple game yet!

WCW VS NWO WORLD TOUR

Much of our enthusiasm for wrestling departed this Earth with the soul of Big Daddy, but here's a game that looks set to revive our interest in the sport. Apparently, while we were saving up for a new cable subscription, the World Wrestling Federation broke up as the various stars defected to other organisations and new wrestlers moved in.

Now, with the competition in the leagues at fever pitch, THQ are releasing a grapple-sim that pits the top stars from two of those leagues against each other in a realistic facsimile of sweaty combat. For want of something better, you could be looking at the first primo fighting game on the N64!

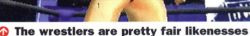
A LEAGUE OF THEIR OWN

It seems like only yesterday when we were all going crazy for WWF and stars like Hulk Hogan and The Undertaker, but since 1991 the face of American Pro Wrestling has changed dramatically. For example, after years as the favourite of the WWF crowds, Hulk Hogan defected to the – at the time – less popular World Championship Wrestling tournament. Then, shortly after WCW attained prime status, Hogan moved on again, adopting the more sinister persona of Hollywood Hogan and joining New World Order. NWO has acquired the reputation of being on the darker side of Pro Wrestling, with fighters who have little regard for fair play.

As the title suggests, this game features 20 stars of WCW and NWO. All the wrestlers in the game are closely modelled on their real-life counterparts, from their signature moves down to their costumes and hairstyles, and you can pit them against colleagues from their own group or indulge in some Good vs Evil cross-league competition.

As well as including the NWO and WCW stars, THQ have created 17 more wrestlers who belong to two fictional wrestling leagues. Apparently, the DOA (Dead or Alive) Wrestling boys are all ex-pit fighters and deathmatch brawlers, while the members of the Independent Union Wrestling league are a lawless bunch who fight no-holds-barred!





The wrestlers are pretty fair likenesses of the real stars.

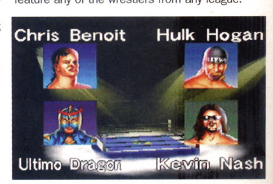


Even Hulk's bald patch has made it into the game.

RING-A-DING-DONG!

WCW vs NWO offers five different game styles which cater for solo players or party rumbles for up to 16 players.

Avid followers of the sport can set up two-player grudge matches between the rival leagues in the WCW vs NWO elimination tournament; pick a five-wrestler team for each side and the last one standing is the winner. The League and Tournament options are similar to each other. Up to eight players can fight each other one-on-one, and with 16 people you can have a massive tag-team tournament. The League Challenge recreates real-life title tournaments, namely the WCW's Starcades and the NWO's Souled Out championships, as well as the DOA Final Blast battles and Independent Union's IUGP. Finally there's the Exhibition Match, which is a one-off battle that lets you set things up however you like – one-on-one, tag or four-player, every-man-for-himself Battle Royal matches, all of which can feature any of the wrestlers from any league.

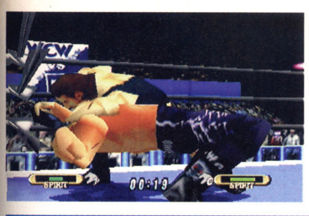




If a Tag Match gets nasty everyone jumps into the ring.



It's every man for himself in the four-player Battle Royal!







Astounding four man action!

EAT MY BOSTON CRAB

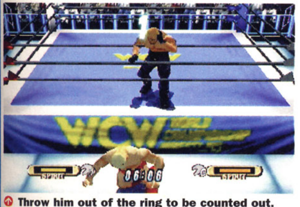
Although it's a wrestling game, *WCW vs NWO* works like most modern fighting games. For one thing the action is viewed in 3D, with the camera zooming in and out and occasionally rotating to get the best view of the action. Also, each player has certain strengths and weaknesses, and they can all recreate the signature moves of their real-life counterparts – if you can manage the cunning controller trickery required.
The range of moves is indeed vast. On the internet we found a supposedly complete list for all of the players and it came to over 40 pages! As well as standard moves like punching or slapping and kicking, there's a range of suplexes and throws. There are choke holds, knee-drops, piledrivers, back-breakers, Boston Crabs and Clotheslines. You can deck your opponent near a corner then climb up the turnbuckle and jump on his head. You can chuck your opponent out of the ring and fight him on the apron. You can kick his knee or snap his elbow, then continue to work on it until he can't bear it any longer and gives up. Honestly, this is one game where you really feel the pain.



Work on your opponent's weak spots – knees, elbows, head.



Or just get him on the ropes and smash his face in.

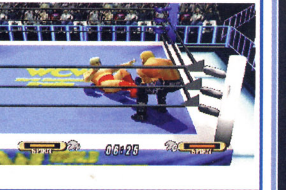


Throw him out of the ring to be counted out.



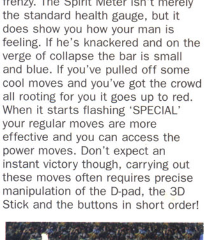
Put him to sleep.





FIGHTING SPIRIT

As well as all those other moves we mentioned, each wrestler has his own special power moves, but to use them you have to work him into a frenzy. The Spirit Meter isn't merely the standard health gauge, but it does show you how your man is feeling. If he's knackered and on the verge of collapse the bar is small and blue. If you've pulled off some cool moves and you've got the crowd all rooting for you it goes up to red. When it starts flashing 'SPECIAL' your regular moves are more effective and you can access the power moves. Don't expect an instant victory though, carrying out these moves often requires precise manipulation of the D-pad, the 3D Stick and the buttons in short order!





When 'SPECIAL' is lit, you're on a roll. Strike hard!



You've got him in the corner – now scrape his eyes out! You can even pull fighters' masks off!

CVG OPINION

Finally, here's an N64 fighting game that delivers the goods. *WCW vs NWO* captures all the semi-serious violence, the perceived pain, and the showmanship of the 'sport', and for once the 'Good vs Evil' scenario that gets the grannies throwing their handbags is here too. The authentic animation and the likenesses to the real-life stars make the wrestlers look superb, and the variety of moves is enormous. Whether you're a fan of WCW or just gagging for good beat-'em-up, you've got to try this game. The crowd are baying for more!











Whatever kind of person you are you'll laugh non-stop while playing WCW vs NWO. It's so much fun you can't fail to be impressed!





PlayStation	WINTER SPORTS	BY KONAMI	• PRICE £44.99 • N64 VERSION AVAILABLE • NO OTHER VERSIONS PLANNED • STORAGE 1 CD • RELEASED BY KONAMI TEL 01895 853000
	FEB RELEASE	1-4 PLAYERS	

The wintersport themed sequel to *Track & Field* snowploughs onto the PlayStation. but is it better than the abominable N64 version?

NAGANO WINTER OLYMPICS '98

While most of the world is awaiting the summer and the trials and tribulations of the World Cup, Japan is waiting for something a bit closer to home. That event is the Winter Olympics, this year set on their home soil in Nagano. On a recent visit to Japan, Paul got caught up in the Olympic frenzy that is sweeping the nation, and started desperately seeking souvenirs. By the time you read this the games will be in full swing, and anything with the name Nagano on it will sell by the bucket-load. Which is why the pseudo-sequel to *Track & Field* doesn't feature the number two as part of the title, instead it's *Nagano Winter Olympics '98*.

WELCOME TO NAGANO '98

The PlayStation version of the game features thirteen events. Divided between alpine skiing, skating, bobsleigh, ski-jump and a few minor sports to make up the numbers.

SPEEDY GONZALES ON ICE!

The next four events are probably the closest you'll get to the button-bashing antics of *Track & Field*. Speed Skating and Short Track events are fast and furious. Speed Skating is a constant test of your finger prowess. Using the square and circle buttons to build up speed, combined with the triangle and cross to take corners. The 500m course is a relative breeze, but you'll have to seriously pass the pain barrier to complete the 1500m event. Short Track is the same in theory to Speed Skating, but here there are four competitors on the course, and no restrictions about sticking to your lane. As soon as the start gun fires, everyone tries to hog the inside lane. You also have to keep an eye on your skater's stamina bar. To win you need well-timed bursts of speed, and know when to take it easy. Races take place over 500 and 1000m. A good tactic we've learnt is to get into first place, and physically block your opponents.





⊕ Skiing is a fast, exciting sport. Here it's slow, boring, and a one-way ticket to slumberland.

THE HILLS ARE ALIVE

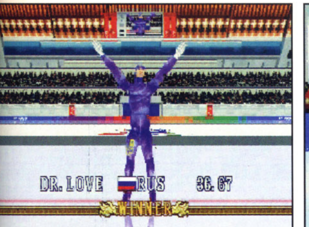
There are three different variations on alpine skiing. The Downhill, Super G and Giant Slalom. Downhill is the longest of the three, where you must successfully pass gates or you'll be disqualified. Super G is a mixture of speed and technique. While the Giant Slalom is a tough test of skill, as there are many gates to pass in a shorter course. The Giant Slalom must be completed twice before you receive a score. While these three events have a greater sense of speed than the N64 version, the look is still very basic. You must also learn each course by trial and error. The slightest error results in a drastic loss of speed.





⊕ The Power Rangers. Where-are-they-now? Actually they've reformed as formation skaters.



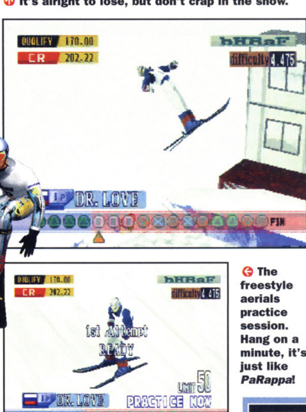




It's alright to lose, but don't crap in the snow.

TWO BADFELLAS

Snowboard Giant Slalom and Freestyle Aerials are two relatively new Olympic events. The Snowboard Giant Slalom is the same as the Alpine Skiing event, except here you're on guess what? This event is a bit of a disaster in this game, however it's so slow, the only real challenge is to stay awake while playing it. Freestyle Aerials sees you attempting gravity defying jumps and tricks before landing your skier safely. This event relies on memorising long sequences of different button combinations. Which you must frantically press whilst your skier is airborne.



The freestyle aerials practice session. Hang on a minute, it's just like *PaRappa*!

BOB SLEIGH & LUIGI L.A.P.D.

No winter sports game would be complete without the next two events – the bobsleigh and luge. The idea is simple, get to the bottom of the course without killing yourself in the process. The fastest time wins. To build up speed, it's more button-bashing at the very top of the course. Once you're in the bobsleigh, or past a certain mark in the luge, it's you versus the twisting course. Successful steering, plus gaining speed on the bends are the skills to employ here. Hit the sides and your speed can be drastically slashed.

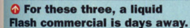


PROBLEMS WITH WIND

The last two events were probably the best the N64 game had to offer. Here Ski Jumping is a frustrating challenge, with the wind being a real pain in the butt. The problem here is the wind is constantly changing in speed and direction, in a completely unrealistic fashion. You must judge the wind and select when your jumper starts their attempt. However by the time you've reached the bottom of the jump, the wind has completely changed again, throwing the jumper off-course. Curling is bowls on ice, where two teams slide four stones each at a target. The closest stone to the centre of the target at the end wins. It's a simple game, and quite good fun, though the N64 version had slightly better controls.





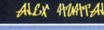


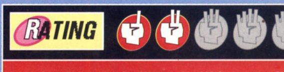
For these three, a liquid Flash commercial is days away.

Who'd have thought polishing the floor could make it to the Winter Olympics?

CVG OPINION

Another Nagano game and another disappointment. While The PlayStation version of the game improves on some of the problems we had with the N64 game, it throws up a new set at the same time. Like the N64 game, all the skiing events are pointless, too slow and graphically basic. There are numerous games around that are far better, like *Cool Boarders 2* for example. Ski Jumping is a major headache, the bobsleigh and luge slightly better, but not especially challenging. FreeStyle Aerials contain as much fun as remembering a long telephone number and then dialling it really quickly – because that's all you're essentially doing. The few events that save the game from a date with a sledgehammer are: Curling, which again is the joker in the pack, and all the skating events. Only here will you find the true essence of *Track & Field*. If Konami truly want to repeat their *Track & Field* success again, they'll have to try a lot harder than this. Their first step should be to look at this month's Melting Pot, with a brilliant suggestion of a game they must make.





Contains the same faults as the N64 game, with bad control methods and a genuine lack of excitement. If you're still interested, rent it first.



SEGA SATURN





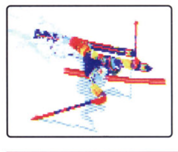
WINTER SPORTS
BY SEGA AM3
FEB RELEASE
1-4 PLAYERS

- PRICE £39.99
- SATURN PREDECESSOR AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SEGA TEL 0181 995 3399

You liked *Track & Field*, but *Nagano Winter Olympics* is not your cup of tea. Who you gonna call? Sega? Hmm, have they got a surprise for you!

WINTER HEAT

Athlete Kings is a game that made a bit of a splash a couple of years ago, released in the arcades and on the Saturn. At the time it was rated as a poor man's version of *Track & Field*. Yes it had nice graphics, but the Konami game had a little bit more to it, more variety and better events. Sega however, have gotten used to playing the under-dog, and have decided to slug it out one more time. Konami may have won round one, but with Nagano being pretty poor on both the PlayStation and N64, Sega are about to sneak in the back door and show them how it's done.







THAW THE FROZEN HEAT!

Like *Athlete Kings* before it, *Winter Heat* revolves around simple controls and pretty graphics. The theme this time is, of course, the Winter Olympics. There are eight tough competitors, waiting to prove who's best. With events ranging from skiing, to... er skiing. No, only joking, *Winter Heat* features a good variety of events, and we'll tell you all about them now.

SPEED SKIING

This is the first, and fastest event in the game. The skiing equivalent of the 100 metres. All you have to do is press the action button as fast as you can to get down the slope in the shortest possible time. There's no turning involved, as the course is a straight line, and all downhill.





SHORT TRACK SPEED SKATING

A great event, racing against three other players around an oval circuit. There's no stamina bar to worry about, just press the buttons as fast as you can, and use the D-pad to go around the course. Be careful you don't get boxed in by the other skaters. There's four laps, so you'll need to pace yourself.





SLALOM

More downhill skiing, but a much shorter course. Only someone's gone and put some stupid poles in the way. The controls are again very simple here, with no directions involved. It's just a matter of some perfect timing. Hitting poles slows you down and can upset the rhythm needed to break the records.



DOWNHILL

Quite a give away in the name of this event. It's skiing with the aim to get down the hill in as short a time as possible. Now you get to use the direction buttons as well! there are sharp turns and even jumps to negotiate, and the whole thing moves incredibly fast.



OK, so you're staring at someone's butt. This is still exciting though. The skiing!



Those tender curves, the long vertical drops, hug the bends and keep close to the ground.

SKI JUMPING

The control method used here makes it similar to the high jump in any athletics game you could think of. The basic aim is to travel as far as you can through the air and land successfully. Launching yourself off a huge ramp and selecting the right angle of jump. The controls are brilliantly simple, all you have to do is hammer away at the action button, then press B to set an angle, then B again to land.





Only 40 metres short of the world record, oh well.

BOBSLEIGH

This is a two-man bobsleigh, only the second person is made up of weird hoops. At the start both men push the sleigh as fast as they can, then jump in. The rest of the event involves steering them safely to the bottom. Which is easier said than done, because the track is incredibly narrow, full of sharp turns and it all moves incredibly fast.

The action's very fast. Remember not to blink.

SPEED SKATING

Just like the short track skating, except here there are two competitors, and you don't have to steer. You do have to be careful when you go around corners however. Attempt to enter a bend too fast and the skater loses their footing on the ice.



Easy does it on those bends, it's very icy!

CROSS-COUNTRY

Set across a mountain course, this involves four competitors skiing around a twisty course that goes up as well as down. What is important in this event is to jostle for position, and more importantly to keep your eye on the stamina bar at the bottom of the screen. Reach the up side of the mountain with it empty and you've got problems.







MORE CHILLS FOR YOUR BUTT

The coin-op of Winter Heat only features eight events, but those wanting to play it on the Saturn will be pleased to hear of three new events added to the game. These extras aren't a last minute thought either, because these are three of the best events in the game!

SKELETON

The craziest event in the game is just like a luge, except here you're going down the course on your front. The controls are the same as the bobsleigh, with the addition of the B button for when the athlete falls off their tray.



SLALOM SNOWBOARD

This is a longer course than the ski slalom, with the gates placed further apart. A mixture of downhill and slalom, with a fast course, colourful graphics, and even a button to jump! It's all getting a bit much by this stage.





AERIAL SKI

An incredibly dangerous sport, and one that involves the most frantic button-bashing in *Winter Heat*. First you must select a trick, with the different tricks requiring different amounts of power to perform them. By pressing the action button, you have to build up that power, but you've only got a short time to do it. Don't worry, it plays harder than it sounds!





The old Jeff Jansens is outtahere! He's been replaced by Sub Zero, help.

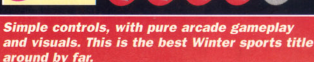


CVG OPINION

Making no attempt to hide its arcade heritage, *Winter Heat* is a button-bashing experience that is hard to put down. Using basic controls, but a lot of sweat, the result is an extremely satisfying game. Of course the lovely hi-res graphics help, but so does the speed – something that was sadly lacking in Konami's game. This may not offer much over the long term, but you're getting a well-made game that's great fun with your friends. There's a better variety of events than in Konami's Olympics game, and not one of them is poorly executed. Some may argue that there's not much to it, but this is button-bashing of the simplest, but most effective kind.

ALEX HUHTALA





Simple controls, with pure arcade gameplay and visuals. This is the best Winter sports title around by far.





If the words 'Fakie Backside Alley-Oop 720 Stalefish' make sense to you, this could be the game you're waiting for. If you haven't a clue what they mean, study this.



We've been playing *Cool Boarders 2* for a few months since we received the Japanese version, and can honestly say it's a brilliant game. Now we've finally got our hands on the European version, and have we got a surprise for you. In those few months we've cracked the game apart and busted the high scores. So more than just review the game, we'll show you a couple of neat secrets and tips too.

NOW FOR TWO PLAYERS

If you've played the original *Cool Boarders*, you'll already know what a great game it was. The sequel is three times the size. With lots of new features to whet your appetite. The main criticism aimed at the original was the lack of a two-player mode. The first good news, is the *CB2* features two player races, plus races against seven computer opponents over nine new courses. The Freestyle mode of the original also returns, so if you like taking to the slopes alone, there's an option for you to play. The graphics have also been slightly improved over the original. They still remain pretty simple, but there is a lot more variety.







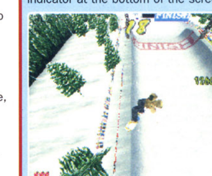






YOUR CHANCE TO SHOW OFF

There's a few other new modes of play to make this game worthy of your investment. The control system has been changed from the original. It is more complicated, but you'll soon get used to the difference. Now incorporating the shoulder buttons, lots of new tricks become accessible. The first place you'll want to try these out on is the Halfpipe. This is a long bowl shaped course, with the idea just to perform as many tricks as you can in a time limit. Judges then award you marks. Following a similar theme is the Board Park section. Here is a course full of bumps, jumps and objects to pull tricks on. An indicator at the bottom of the screen shows you how cool you're doing.





↑ Both courses allow you to show-off – like shown.



KING OF THE TRICKS

The final two areas of play involve pulling tricks while jumping. The first – Big Air Contest, has you whisked to nine different locations where a massive ramp awaits you. On each ramp you have two attempts to do the most awe-inspiring trick possible, with the combined marks making up your final score. With a mini league operating as you move from ramp to ramp. The last new event is the Big Air Master. This is a ranking mode, where you must make your way down a never-ending series of ramps. At each jump you must perform a designated trick. Perform the trick successfully, and more seconds are added to the ever decreasing timer. Foul up enough and you'll soon be out of time. To do well here you need to pull off as many tricks as possible. Not only is this a tough challenge, but it's also an excellent way of learning all of the moves in the game.





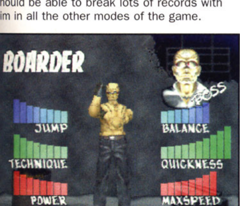


WARNING! THE SECRET STUFF

Stop reading if you think you're a *Cool Boarders* expert, and want to find all the secret stuff for yourself. Like the original there are secrets galore in *Cool Boarders 2*, including more riders, more boards and another course. There are even different routes on the original nine courses, that are all pretty easy to find. The only problem we have about telling you how to get them is that the European version of the game is quite different to the Japanese one.This is because certain things that worked in the Japanese game, are changed slightly in the PAL version. Anyway we'll share with you what we've found so far. If we find any more we'll put them in the tips section of a future issue.

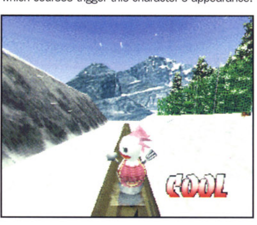
TO PLAY AS BOSS

Finish the Tour Competition mirror mode in first place, and the man is yours. Unfortunately Boss is not selectable in the Tour Competition mode. He does have excellent handling and is fast though. So you should be able to break lots of records with him in all the other modes of the game.



TO PLAY AS SNOWMAN

It says Snowman on the screen, but this is clearly a Snowlady. The easiest way to get this character, who is incredibly fast but handles like a brick, is to get the record in all events of the Freestyle mode. The Snowlady will actually appear before you get all the records, but we're still unsure which courses trigger this character's appearance.





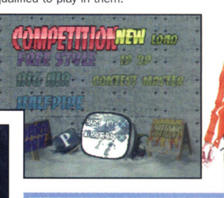
Even the loading screens are cool. Reminding you how to be the best, with the essential tricks.

TO GET THE SECRET BOARDS:

Again, like the Snowman, these become available once you've broken certain records in the Freestyle mode. There are three new boards, which are better than anything else in the game, but they can't be used in the Tour Competition.

TOUR COMPETITION SECRETS:

Placing in the top three of the Tour Competition allows you to enter the mirror mode contest. Placing in the top three of this competition then opens up hard mode. Finishing this allows you to... hmm, we're not telling yet! All of these Tour competitions are selectable once you have qualified to play in them.



TO PLAY AS ALIEN:

We haven't managed to prove this in the PAL version of the game yet, but to get the Alien in the Japanese version you had to score over 40 points on the Halfpipe. This is easier said than done, and it's a good idea to perfect your tricks first. Go to the Big Air master mode to learn the trick controls.



TO GET THE SECRET COURSE:

The amazing 'Dive Into the Cave' course becomes available when you've beaten nearly every score in the Freestyle mode.



'Dive into the Cave' is unlike any other course in the game. Full of cool secrets.





CVG OPINION

This may come as a surprise to you, because this is the best PAL conversion the PlayStation has seen. The slowdown problems of the Japanese version have been completely ironed out, and the game now runs at a frighteningly fast speed. Just play the later levels to see what I mean. The game also runs virtually full screen. This all bodes incredibly well for Sony's promise to improve upon another Japanese game, the forthcoming *Gran Turismo*. Back to *Cool Boarders 2*, and there's more good news, the whiny guitar rock has been replaced with some ok drum and bass, and most of the boards have been redesigned, thanks to a deal with Burton snowboards. The game still plays incredibly well, and the extra modes make this one of the best sequels ever. if you've played the original game, and thought that a sequel couldn't offer anything new, I urge you to look at this. Sure, there are more imaginative boarding games trying to grab the crown, but *CB2* establishes itself as the worthy champion for now.

ALEX HUHTALA











Incredibly fast, and many modes of play make this a worthy sequel. The graphics are basic, but CB2 makes up for it with gameplay.





Yoga Flame! Hadoooooken! Sonic Boom! Spinning Bird Kick! Psycho Crushaah! Own all these exciting phrases and more in *Street Fighter Collection*!

The *Street Fighter* games are some of the most important ever made. They redefined what fighting games are all about, and helped the Super Nintendo get into thousands of British homes. Capcom's updates and remixed versions have got slightly out of hand recently, but this compilation includes of three of the best games in the series. It's the first time that *Super Street Fighter 2 Turbo* has been available on a console (other than the surprisingly good 3DO version which nobody bought because nobody had the machine) and the first time that the rare improved version of *Alpha 2* has been seen outside of Japan. This is one retro pack you don't want to miss out on.







SUPER STREET FIGHTER 2: THE NEW CHALLENGERS

Super Street Fighter 2 was released in the arcades to a mixed response. The graphics were improved with more detail and animation, plus four new characters were included. All the existing fighters were upgraded and given new costumes, plus there was even an eight machine link-up tournament version! Also, *Super Street Fighter 2* was the first game in the series to include a combo counter and bonus points such as First Attacks and Reversals. The major downer was that it was a lot slower than the previous game, *Street Fighter 2 Turbo*.



The backgrounds and characters were all redrawn for *Super Street Fighter 2*.

SUPER STREET FIGHTER 2 TURBO

This was an upgrade of *Super SF2* which balanced out the fighters, added new moves, new costumes, loads more speed, and made the computer characters far harder than before. The Super Combo gauge was added, giving fighters new Super Combo attacks and more strategic battles. It was also the first game to include the mysterious Akuma – a demon who is supposedly responsible for the death of Ryu and Ken's master. Since then, he's appeared in just about every single Capcom fighting game on every machine.



Finish a fight with a Super Combo and the screen lights up with this explosion.



There are loads of costume colours to keep everyone happy.

To control Akuma (the standard version with only single air fireballs) you can use the stupidly long and fiddly arcade cheat or the simple new console one. Just highlight Ryu and press the L and R shoulder buttons on the Saturn, or L1 and R1 on the PlayStation. He has a dragon punch, fireball, air fireball, hurricane kick and a teleport which is performed with a dragon punch motion and all three punches or kicks.

INTRODUCING... THE DEMON AKUMA

Akuma shows up for the first time in the introduction sequence, but it takes a top-class *Street Fighter* to fight and beat him. You need to play in Arcade Mode and get through to the end of the game without losing more than three rounds on the way. If you manage this (and remember, *SSF2T* is the hardest of all the *Street Fighter* games) you'll go to M Bison's stage and Super Akuma will appear then finish him off with a "Firecracker" move. If you can manage to beat Super Akuma and his double air fireballs on the top difficulty then you can call yourself a *Street Fighter* master.



Cammy was brainwashed by M Bison and forced to work for him (and be his girlfriend).



T Hawk is a massive indian with some tough-to-perform but powerful moves.



Fei Long has loads of speedy Bruce Lee-type attacks, plus a flaming kick Mr Lee couldn't do.



Dee Jay's multi-hitting moves make him a tough opponent. But at least he's always cheerful.



STREET FIGHTER ALPHA 2 GOLD

This is an upgrade of the fantastic *Street Fighter Alpha 2*, and was only ever released in Japanese arcades (with the name *Street Fighter Zero 2 Alpha*). It's basically the same as the original SFA2, only with a few slight adjustments to gameplay and the addition of a few "original" versions of characters. While they look the same as the regular versions, they have all the attributes and moves they had when they first appeared. One excellent bonus for those who buy *Street Fighter Collection* is that Cammy is hidden in the game!



A new option in *Street Fighter Collection* means that you can fight with infinite Super Combo power.







Sakura has new loads of new costumes and this interesting new jumping attack.

THE RETURN OF CAMMY!



Cammy has been included in the console versions of *SFA2 Gold*, and can be accessed without too much trouble. Capcom have used the graphics from *X-Men vs Street Fighter*, but have toned her down so that she fits in with the other characters nicely. To access her you must play in Arcade Mode as either the standard or classic version of M Bison and complete the game. You can continue as much as you want, but you must get a score high enough to get you first place on the score table. When you enter your initials, put in "CAM". Now, when in Vs Mode or Training Mode, highlight M Bison and press Start three times to make Cammy appear. She has all her standard *Super Street Fighter 2* moves plus a new Super Combo.



This great new Super Combo sees Cammy saluting while M Bison performs his Psycho Crusher!

As *SFA2 Gold* is set before the *Super SF2* games, Cammy is still wearing her uniform.



Akuma Mode has you battling against Super Akuma over and over again. This is extremely hard.

Guy has a new move and even a "Firecracker" style Super Combo attack.

DRINKING VODKA PUTS HAIR ON YOUR CHEST. AND ON YOUR SHINS. AH HA HAAAAAA!

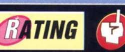
CVG OPINION

Wow! *Street Fighter Collection*! Every *Street Fighter* game ever in one! Great! Just three? Oh. After the initial disappointment of not getting the full *Street Fighter* collection, I started to wonder about the choice of games – why no standard *Street Fighter 2*? Why no original *Street Fighter*? It's a shame, but this is still an excellent package. The conversions of the games are great, but it's clear that the animation has been cut quite considerably, as with most other Capcom arcade-to-console games. From playing both the Saturn and PlayStation versions, it seems that the Saturn game has slightly more animation but that the PlayStation version doesn't slow down as much (it's annoying that 32-bit consoles still struggle at times with things like this) and has slightly better sound effects. But still, the differences aren't that massive. Being able to play the *Super Street Fighter 2* games is only going to appeal to fans, but *Street Fighter Alpha 2 Gold* is probably the ultimate console *Street Fighter* around at the moment. If you've not got into it before, do yourself a favour and make the effort. A great package, but the choice of games could have been better.

ED LOMAS

RATING







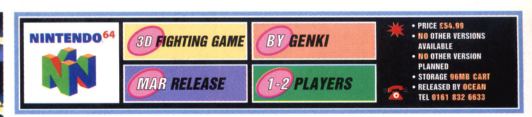




Three of the best fighting games collected into one bargain retro pack that every fan should own.

REVIEW

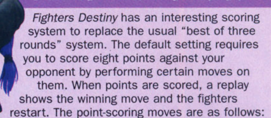




Play this game... it is your destiny. It has a whole load of interesting ideas, the power of Nintendo 64, and even a fighting cow. Mega!

FIGHTERS DESTINY

We've been saying it for over a year along with the rest of the gaming world, but the Nintendo 64 doesn't have any great fighting games. In fact, it hardly has a single *good* fighting game. Thankfully, rather than copying existing fighting games like most companies have so far, Genki have tried to do something different. *Fighters Destiny* uses a points system similar to judo, and has full 3D arenas which players can move about at will. It's certainly got a lot of potential – is this to be the first quality Nintendo 64 fighting game?



Stunned fighters can't escape from throws.

POINT ONE... FIGHT!

Fighters Destiny has an interesting scoring system to replace the usual "best of three rounds" system. The default setting requires you to score eight points against your opponent by performing certain moves on them. When points are scored, a replay shows the winning move and the fighters restart. The point-scoring moves are as follows:



KNOCKDOWN: 3 POINTS

Knocking your opponent to the ground can be tricky. A stunned fighter will go down with a hard hit, and juggle combos also work well.



THROWDOWN: 2 POINTS

A successful throw on another fighter gains you two points. Throws are easy to escape so must be done by surprise if they are to be successful.

COUNTER: 5 POINTS

Certain moves work as counter attacks if they're performed at exactly the right time. Predict your opponent's moves and knock them down with a counter for 5 points.

RING OUT: 1 POINT

Getting a Ring Out victory in *Fighters Destiny* isn't as easy as it is in most fighting games. As it's possible to hang onto the edge of the arenas you must hit people hard out of the ring.

SPECIAL: 4 POINTS

Each character has a selection of special moves which will score four points if used to knock someone down. Stun an opponent for a better chance.

JUDGE: 2 POINTS

The rarest victory of the lot. The virtual judges step in to finish a fight and award two points to the victor.



An impressive counter hit.



The useful training mode.



You flash red when you attack.

I WANNA BE BOB! NO, I WANT TO! NO, ME!

Fighters Destiny's characters are a strange bunch. They come from all around the world but have surprisingly dull names such as Bob and Pierre. They share a few basic moves but each has a selection of attacks, throws and specials unique to them. Also, it's possible to learn new moves by playing through Master Mode.







Special moves such as this finish with a big explosion and normally four points to the player.



TEST YOUR MIGHT

As well as the modes we've come to expect from fighting games – One-player, Versus and Practice – *Fighters Destiny* also has its own Master Mode. Before you start fighting you get a circle of character boxes marked with either the Master's head or a Joker face. You need to stop the pointer to choose your opponent.

THE MASTER

Do battle against your Master in a standard either-point fight and defeat him to be rewarded with a new move. The fights get tougher as you go on, and the moves you learn become more useful.



In Rodeo Mode you need to stay alive as long as possible while a cow beats you around the head.

THE JOKER

Pick a Joker fight by accident and you're in trouble. He's extremely fast, has powerful moves and will almost certainly destroy you straight away. The worst part is that if you lose to the Joker you lose all of the moves you've so far learned from the Master. Unfortunately the annoying difficulty setting of the Joker ruins the Master Mode slightly, so make sure you save your progress with every victory.




UPPER, LOWER, IT'S ALL IN THE MIND

Fighters Destiny has its own unique control system which is very easy to learn. Pressing the Upper and Lower Attack buttons at the same time makes you throw, or escape from a throw if necessary. The default button settings are as follows.



B – UPPER ATTACK

Normally a standard punch, but with certain pad combinations will perform a high kick.

A – LOW ATTACK

Useful for knocking tired players off balance with sweep kicks and the like.

R – BLOCK

The same as most fighting games. Simply hold the button to defend against most attacks.

L – MOVE

Hold the L button and press directions on the pad to move around the arena in 3D. Like *Tobal 2* on the PlayStation you can move into and out of the screen whenever you want.

IF ONLY I'D GONE FOR THAT *TEKKEN* AUDITION INSTEAD...

STUNNING GAMEPLAY

The power bar that each character has at the top of the screen doesn't necessarily indicate their health. When you're hit the bar decreases as usual, but you're not knocked out when it runs out. Instead you'll become stunned and won't be able to attack or defend. It's still possible to move around the arena slowly and even jump to avoid certain attacks. If you can stay standing until you regain consciousness the bar at the top of the screen refills most of the way.



If you get stunned, stay clear of your opponent for a while until you're fully recovered.



Leon grabs Valerie and starts a throw...

A quick motion by Valerie and she lands on his? feet...



Ready to come back with a move of her own.

CVG OPINION

***Fighters Destiny* annoys me. It's not because it's a bad game – it's more because it's so completely unstylish. I really don't care one bit about a ninja called Ninja or a man called Bob, and the browny-grey dull graphics make it hard to get excited about the game. The fighting action itself is pleasantly different with an interesting new scoring system that can cause some exciting fights. The controls are very easy to pick up, but there's a big difference between the standard and special moves. Basic punches and kicks are simple, but to perform a decent combo or special move it takes too long to get the button sequence out. Also, flowing combos are a lot harder to do than games like *Tekken 2* or *Virtua Fighter 2*. The different approach to the fights will make *Fighters Destiny* appeal to combat fans for a while at least. Although it's not surprising with the current feeble competition, *Fighters Destiny* is the best 3D fighting game on the Nintendo 64.**

ED LOMAS





***Fighters Destiny* has some great new ideas which are put together in a decent enough combat game. The best of its kind on the Nintendo 64, that's for sure.**





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Gremlin's lucrative *Actua* series continues with their first tentative steps into the rink to slap shot *Actua Ice Hockey* into view.

actua ICE HOCKEY

American sports are becoming more and more popular in the UK. Basketball still rules supreme as the number one stateside sport in this country, but ice hockey games are always big sellers. *EA Hockey* on the Mega Drive was undoubtedly the game that changed that. Now, six years down the line since its release, very few hockey games have even come close to that. Gremlin, one of the leading sports game programmers in this country, are having their say. It's the official Ice Hockey game of the Nagano Winter Olympics, so it has all the national teams and rosters. It also uses the True 3 engine that is being used in *Actua Tennis* and that has been used in *Actua Soccer 2*. It has some good foundations, but does the rest of the game build on it?





Stick to the 'nads! As you charge the snapshot, you're vulnerable to barges!

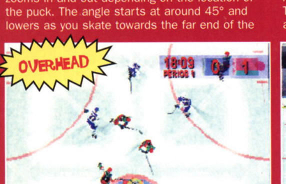


When the puck gets near the boards, you can bet someone will end up on their ass!



CLOSER THAN CLOSE

Utilising the same engine as *Actua Soccer 2* has its benefits, especially when it comes to the camera angles and the main playing view. The default option is a 'behind-the-goal' camera, that zooms in and out depending on the location of the puck. The angle starts at around 45° and lowers as you skate towards the far end of the rink. Move towards the camera, and it pans back and up giving a completely top-down view once the action is at the opposite end. It works well as a camera, but the slightly jerky nature of its movement can provide problems while playing. The puck can often be difficult to locate like this and you could find yourself skating in circles.



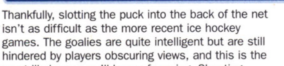




Are you blind ref? GET OUT OF THE WAY!

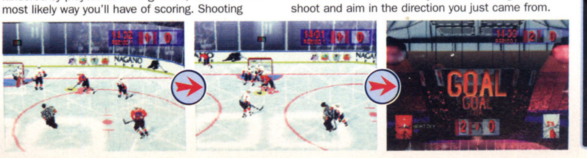






COULDN'T SCORE IN ESSEX

Thankfully, slotting the puck into the back of the net isn't as difficult as the more recent ice hockey games. The goalies are quite intelligent but are still hindered by players obscuring views, and this is the most likely way you'll have of scoring. Shooting through a crowd of players gives the keeper virtually no chance of getting to the shots in time. Another good technique is to cut across the face of the goalie, and as he starts to follow you across the goal, tap shoot and aim in the direction you just came from.



YOU CAN SHOVE THAT PUCK...

Actua Ice Hockey's press release said, and we quote, "it will provide the most realistic commentary and atmosphere ever heard!" This is a fair enough statement if it's backed up with the relevant commentary, but considering it's ICE hockey, it's very annoying when every other moment the commentator says "he takes the puck up the ice," in a terrible accent that makes it sound more like ass than ice. We'll leave the rest for you to work out.





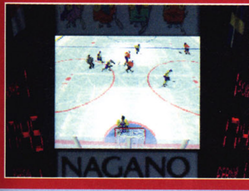
Fast breaks can work to your advantage, but as the above screenshot shows, the defence are quick to protect their goal.

ONE TIME IN HEAVEN

The key to any decent sports title is the quickness and reaction speed of the opponents. And also as important is the ability to perform one-timers and slapshots at the touch of a button. Thankfully, the one-timers work very well in *Actua*. To put them to best use is simple. Skate towards the edge of goal so that you'll just miss the keeper and post. Once you are near the net, flick the puck back to a teammate who should be racing alongside you. Then tap the shoot button before he gains control of it, and a snap shot will hurtle towards goal. The success rate of these is usually quite high, so try to use them whenever possible.

PLAY IT AGAIN SAM

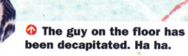
The replays in *Actua Ice Hockey* are a little puzzling to say the least. Considering how we were spoilt for choice in *Soccer* and that this is the same engine, *Hockey* seems a little below par. The idea is still OK, in that you go to the in-game options and turn on the replays and, once a goal is scored, the replay appears in the giant scoreboard at the top of the arena. But you don't get any other choice than that. One other handy feature is that you can speed up all of the intermission sections (between goals, and face offs) by holding down the R2 shoulder button. Nothing major, but a neat quirk anyway.





The first time shot rattles towards the goal, and a certain score. All you need is a bit of space and these will work almost every time.





The guy on the floor has been decapitated. Ha ha.

CVG OPINION

Gremlin were promising big things with *Actua Ice Hockey* and, with some aspects, they succeed. But on others they don't seem to come up to scratch. The game is really easy to pick up, the controls aren't fiddly, and there aren't any ultra complicated manoeuvres you need to pull off. It's a case of just play and have some fun. However, I felt more than a little annoyed that a game engine as good as *Soccer 2* can leave a whiff of unfinished air as this does. Maybe I'm being harsh, but it was still a little jerky and often confusing to see where the puck is. One other small, but important thing is it never feels as though your players carry any weight. People either bump off you, or you fall in a mess if you touch them. The shoulder barges and checking don't give off the same satisfactory grunt either. *Actua Ice Hockey* is a fun, but ultimately lacking game that shows that Gremlin have the potential to make lots of excellent sports games, but haven't quite tapped it yet.

STEVE KEY





RATING

A well-paced and entertaining game, but doesn't do justice to the Soccer 2 engine. A step back from the high standards Gremlin are setting.





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Not a game based on that song by U2, this is a bullet fest starring a guy with a big gun for an arm.

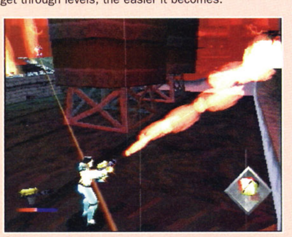




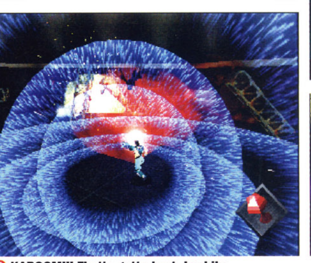
John Cain woke up this morning with a strange itching on his left arm. He goes to scratch it, and instead of relieving the itch, he is shocked to hear a metallic clang. Looking down, and in a moment of horror, he realises all is not well. Where once a flesh and bone arm used to be, there is now a metallic monstrosity. Clearly this has an unexpected effect on John. Instead of trying to find out how this happened. He goes into a berserker rage, and just starts killing everybody. Then again, everybody else might have something to do with it.

DON'T MAKE ME MAD

So the scene is set for John to go on a killing spree. In a game very similar to the classic *Contra* series. it's one man against heavy odds, with all kinds of enemies out to stop you. John has got a trick up his sleeve, namely that big metallic arm, which is also a handy gun. Clearly whoever was tampering with John's arm has had a go at his brain too, for the angrier Cain gets, the more powerful his weapon becomes. This rage meter is built up with how well you are doing. The quicker you dispose of enemies the angrier you become. This means the faster you get through levels, the easier it becomes.



Watch where you're shooting boy! You won't like me when I'm angry. Prepare to be grilled.



KABOOM!!! That's gotta hurt. Luckily John is wearing asbestos pants, so that explosion won't hurt him at all.



SHOOT FIRST, THINK LATER

The game is incredibly fast with huge colourful explosions. All the fancy effects are produced real-time, even the loading times are short. There is a large variety of different weapons to use, and you're going to need them. The enemy chase you with helicopters and spaceships, or block your path by destroying platforms and pinning you back with gun emplacements and sniper fire. But hey, you're John Cain remember?

BLOOD IS ALL AROUND

There are five levels to blast your way through before John finds out the truth. Using a floating camera, the action is viewed in 3D with side-scrolling action and into-the-screen sections. With the enemies attacking from all sides and heights, the action of *One* certainly keeps you on your toes. There are also objects to interact with, like riding on top of a monorail while battling an end of level boss. Or travelling down a zip line under heavy fire from enemies. There is also a strong platform element – the opening level sees John escape from a huge explosion, with the walkway he's using crumbling beneath his feet. A later level set on rooftops has tricky jumps, as you escape enemy fire.



GrrrrRRRRRRR, now I'm loco!

CVG OPINION

This is what a shoot 'em up is all about. Fast, colourful and an awesome test of reflexes. The first thing that will grab most people's attention are the graphics. Drab levels, but once things start exploding (and lots do) the whole place lights up like it's Bonfire Night. There are some interesting features like the rage meter, that gives *One* some originality. It's a pity though that this feature does make the game a little easier, especially if you're hyped up for it. The game finishes all too soon as well, lending support to the fact that *One* is full of arcade style thrills – it has an arcade shelf life too. However if you like shoot 'em ups and have felt starved of a good one recently, *One* could be the game for you. It's well worth having a go, if you're hard enough!

ALEX HUHTALA

RATING



Arcade style thrills, which won't last you too long. If you like shoot 'em ups though, you could do a lot worse than this.

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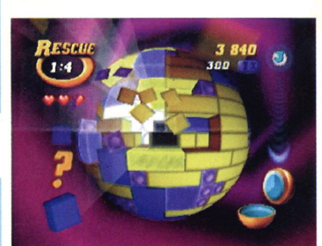
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Tetris on the N64. Obviously the programmers felt obliged to try something different and *Tetrisphere* is what they came up with.

TETRISPHERE

With *Zelda* and *F-Zero X* in the works, Nintendo decide to keep your craving for awesome games by releasing *Tetrisphere*. Right. But, don't let that stop you reading this review, because *Tetrisphere* has surprised even us. We weren't quite sure what to expect from this, but having played the finished version we were pleasantly surprised. The idea remains much the same as *Tetris*, in that you get different shape blocks and have to rid the screen of them, but you can only match blocks of the same shape. It may sound confusing, but hopefully this review should explain a little more.







HERE'S WHAT YOU DO

Go into the practice mode first. You'll see a shadow of a shape that you can move around the globe. You have to find one matching object of the same dimensions and drop it on top using the A button. If you get a question mark block appear along the side (where it tells you what is coming next) a dot will appear on screen. This can then be placed over any colour or shape. To see if a piece is suitable move the dot over the top and hold B. If it turns white, to indicate a block can be placed here then drop it down using A. Otherwise continue moving it until it does. That, basically is what you do.



A magic block can be dropped on any shape.

THERE'S MORE! THERE'S MORE!

The good thing about *Tetrisphere* is that there are loads of different styles of gameplay. Once you've entered your name, you can choose from five variants. Rescue involves you breaking your way into the centre of the core to free a trapped friend of yours. Hide and Seek sets you various tasks to complete like drilling through specific areas to unveil a picture. In puzzle you have to rid the screen of all blocks using only the designated amount of moves and drops. And the other two are standard options. All of these options are varied enough to make it good.



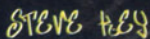


One yellow block destroyed and three others connected followed suit. Chains are important for success.



CVG OPINION

I was pleasantly surprised by this. I had expected yet another "well the Americans liked it" N64 game, but I'm pleased to say that it was far better than that. It has all the classic puzzle elements that keep you playing for hours. It took a while to actually work out what to do (mainly because I neglected to read the instruction manual) but it doesn't sound as complicated as you may think. It also gets really tough, to the point of wanting to throw it through the window, but that for me is the sign of a decent puzzle game.



RATING





It looks simple, but proves that just because it's on N64, it doesn't mean you need flash graphics. It plays well and that's all that matters.

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More *Actua* action, this time the PC gets a 3D accelerated version of the excellent golf series. Plus fours at the ready.

actua GOLF 2

Most of the Gremlin sports titles appear on PlayStation before PC, however as *Actua Soccer 2* proved, the extra time span makes all the difference as the latter version was easily the better of the two. And, to the great joy of all keyboard bashing games-players, the same applies here. To prove this, Gremlin have included the courses from the original PS game which never made it to the PC, giving you eight in total. Could this be the ultimate golf sim?





SCHWING!

The most novel feature in this game is the Actua Swing. This is a completely new way of playing PC golf games, and one that will provide hours of fun and tournament. Basically, instead of the standard 'three button swing' where you stop a power meter for both strength and accuracy, you use the mouse instead. Pulling the mouse back starts the backswing and pushing forwards follows through. For tee shots you set the sensitivity to maximum, so that shots always go full power. The closer you get to the green, the lower the sensitivity should be. If you move the mouse left and right as you swing, the ball will draw and fade as well. It takes a lot of skill to get it to work properly, but is very handy for people who require something different from a golf game.







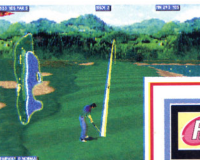


As you can see, even the non-accelerated version looks amazing. The water isn't as good though.

If you find yourself with a shot like this, it's a fair bet that trouble and multiple bogeys are just around the corner.

SKINNY DIPPING

As well as having the eight courses, *AG2* has a clubhouse full of other options. You can have all of the variations of game such as Skins and Matchplay, and choose the two difficulty settings, amateur and professional. Players can also have handicaps to aid or hinder when playing in tournaments. And of course, who could forget the 'Voice of Golf' Peter Alliss and his BBC counterpart Alex Hay, who provide the commentary and little quips as you play.



The colour of the direction bar changes depending on your aim.

CVG OPINION

***Actua Golf 2* on the PlayStation was very good. The PC version is even better. The emergence of the Actua Swing gives a new twist to the way these games are played, and even though it takes a hell of a lot of time to get used to, it does give that added feel of realism. There are loads of courses to play through, and with all the different modes of play and multiplayer options it will keep you occupied for a very long time to come. The thing that made it for me though, was the awesome 3Dfx graphics. Rivers and ponds give off amazing reflections and even the trees sway depending on the wind speed. It's a very polished golf game.**

STEVE KEY









Golf sims don't get much better than this. Superb visuals and loads of different gameplay styles make this a definite winner.

GAME BOY POCKET

Told you last month how Game Boy was due for a come back. At Space World '97 Nintendo drove the message home in no uncertain terms.



Half the floor at Space World '97 was dedicated to Game Boy, most of which belonged to the latest version of *Pocket Monster*. However there was a surprising collection of games from big publishers who had originally abandoned the format. Developers aren't just playing safe with games, there's new Game Boy hardware expected in 1998 – almost ten years since Game Boy first launched in Japan!



If you're wondering how such a basic system can hold its own against the might of the current giants of TV-Game entertainment, just absorb the games and gadgets featured on these pages.

POCKET CAMERA



Stop people in the street and capture their faces!

This thing doesn't have to do anything to be cool – it looks so cool to begin with. So the fact Pocket Camera has so many brilliant uses means it's guaranteed success! Pocket Camera slots into the cartridge port on Game Boy to create a basic form of digital camera – with some fun differences:

Just like dedicated digital cameras, Pocket Camera can store many images for access later. A digital photo album. The fun starts once you begin messing around with these images in one or more of the seven 'play' modes.

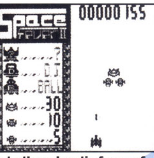
First of all you can trade pictures with your mates by using a Game Boy link cable. If what you have stored isn't amusing enough, you can enter the Paint mode, where you get to draw anything you like onto the image – mustaches, glasses, hair... whatever (!). In Paint mode there's also a library of stamps to decorate with. Yes, you can share the same space as Pocket Monsters if you like (just about everybody at Space World was making this request!).

You can story-board your own movie, using still photos and captions. Or else generate a bizarre cartoon using the animation option.

The very good news about Pocket Camera is that THE are hoping to bring it over to the UK. Expect it in time for Summer. Demand it if you have to!







Best of all though is the Game mode. Here you can store up to three lunatic faces of your own design, and glue them onto the character in Nintendo's juggling game, *Ball*. Equally funny, but not as enduring, is the Sound game – your head on the body of a disc-jockey. There's also a shooting game, kind of like *Space Invaders*, called *Space Fever II*. Don't know where your head fits into that one – maybe you're the last boss or something!

Pocket Cameras, as they look before being slotted into your Pocket Game Boy. Make sure you've got a cool colour, either to match or compliment these. Clear Purple is our favourite.









POCKET PRINTER

To make the most of what you've created with Pocket Camera, here's Pocket Printer! It's monochrome only (well, what do you expect!), though it can manage three different tones.

The coolest thing about Pocket Printer is that it prints out stickers, or 'seals'. So next time you're sending a letter to someone, Birthday card or whatever, you can stick a picture of you on the envelope. Of course it's funnier if you get someone to pose for you, after which you dab on a mustache, a curly wig, big ears, and write 'I'm a steenking peeeg'. Then print it out.

Oh, what dirty tricks we have planned when Pocket Printer arrives. THE, don't let us down now.

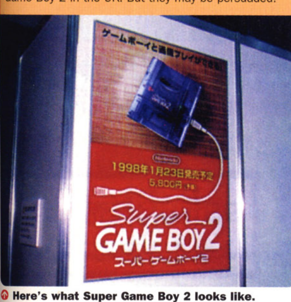


SUPER GAME BOY 2

Super Game Boy, is the Super NES adapter which allows you to play Game Boy titles on the telly. It has enjoyed some success in the UK, and certainly makes it easier to play graphically complex titles such as the *Donkey Kong Land* series.

Super Game Boy 2 adds the one vital missing ingredient to the standard Game Boy's success – the ability to link up with another player! Now, for Tetris and Tennis, this is an option you can be convinced is easy to sacrifice. *Pocket Monster* is another matter. It's likely that Super Game Boy 2 will sell millions when it's released in January 1998.

So far THE Games have no plans to release Super Game Boy 2 in the UK. But they may be persuaded!



Here's what Super Game Boy 2 looks like.

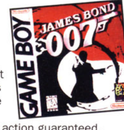
MOBILE GAME SYSTEM

Transmit information to your PC from your Game Boy. Using Infra Red, the Game Boy transmits and receives information from a PC via a link up cartridge. All games for this system are downloaded from the Hudson homepage.

No release date or price has been set. All this technology needs is a 'killer app', and business men across the globe could be toting Game Boys like revolvers as they travel to work each day.

JAMES BOND 007

- SHOOTING ACTION
- BY NINTENDO
- 1 PLAYER



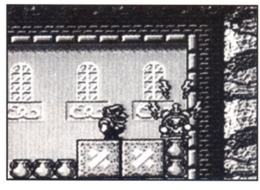
GoldenEye N64 it isn't – it isn't developed by Rare, and it's a generic Bond license. We haven't played the game yet, but it looks to be an action game with puzzle elements. Exotic locations (for Game Boy!) and lots of shooting action guaranteed.



Game Boy *007* looks basic, but allows you to be Bond on the move.

GAME BOY 'SOFT' REVIVAL

Here's a selection of games that we know are being shipped to the UK over the next few months. We'll be covering these as they arrive, as we wait for *Pocket Monster*!



WARIO LAND 2

- PLATFORM
- BY NINTENDO
- 1 PLAYER

The first *Warioland* is a cool platform game. *Warioland 2* is another cool platform game! Wario stomps around a few cute worlds in search of stuff that will make him rich beyond belief. He's granted super powers from hats that he finds.

New to Wario is the humourous way he reacts to attacks from enemies – he might blow up to become incredibly fat, or wobble around like he's drunk (a particular favourite of Wario's this!). Just to keep things fair, Wario is able to inflict similar problems onto his enemy. Brill!

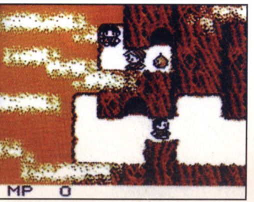
Not so new, but still a great feature, is that there are multiple endings to the game. In the original these depended on how much money Wario had collected during his adventure. Wonder what the stakes are this time?

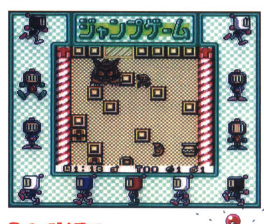


DRAGON QUEST MONSTERS

- RPG
- BY ENIX
- 1 PLAYER

What could be bigger than *Pocket Monster*? Answer: *Dragon Quest Monsters*. This is part of the most popular series of RPGs in Japan. Much bigger than *Final Fantasy*. This GB installment mimics the style of Super NES (Super Famicom) versions, compacting a neat quest and cool battle tactics into the GB.

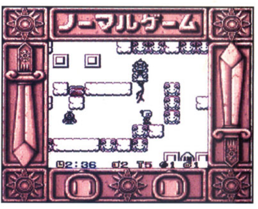




POCKET BOMBERMAN

- PLATFORM
- BY HUDSON SOFT
- 1 PLAYER

Bomberman's first side-scrolling platform game. Hudson Soft have produced some great GB platformers in their time, starring a character called *BC Kid* (aka *Bonk!*). Though *Pocket BM* looks simple, it should present some cute challenges. In addition to the normal game, there's a puzzle-based 'Jump' variation.



GANBARE GOEMON

- ACTION ADVENTURE
- BY KONAMI
- 1 PLAYER

Konami revisit the old Super NES style *Goemon* adventures in monochrome, including partners he's collected in the last three episodes. The GB version is divided into two main sections – platform action, and RPG/adventure. Numerous mini-games break up the routine.

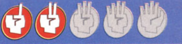
Goemon improves his status by stealing from the rich, then blowing all the cash on loads of food, and wicked clothes! But he's not all bad, as this routine enables him to clobber various evil spirits which torment the villagers of Japan. And very imaginative these evil spirits are, in terms of basic GB graphic design.

MONSTER IN YOUR POCKET

Game Boy deserves more recognition, especially in the light of a possible UK *Pocket Monster* launch toward the end of the year. It's fun to be playing Game Boy again – join the outdoor party!





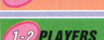


JET RIDER 2

The original *Jet Rider* was a dire experience, so I was really looking forward to reviewing this. The problem with the original were the messy graphics and unresponsive controls. Not much has changed, except this game plays slightly better than the original. You're still racing around a mixture of water and land courses on a strange hybrid craft that is part jet ski, part hover bike and the graphics are still messy. Compared to the original though, they are slightly better and faster. The option menus give the game away though. They are exactly the same as the original, which makes you wonder how much work have developers Single Trac actually put into the game. There are new tracks and new characters to select from, but the bulk of the game remains unchanged. This seems a real cash-in, aimed at fans of the original. Yes it's a little better, but not by much. **ALEX HUHTALA**



RACING
OUT NOW
BY SINGLE TRAC
1-2 PLAYERS



- PRICE £34.99
- PREDECESSOR AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Look at all that detail! It's a wonder that the PlayStation can cope with so much going on.




SKULL MONKEYS

Five years ago every second console game involved making a cute character jump around a load of platforms. These days there are hardly any around, and most of those we do have are rubbish. *Skull Monkeys* has some great things going for it – it has members of the original Shiny Entertainment team working on it (the guys who did the first *Earthworm Jim*) and it shows. The feel and sense of humour are very similar to Shiny's games. The graphics are a nice change too, as the scenery and characters are all animated clay models. The Full-Motion Video sequences during the game look great – even better than Morph did, in fact. Unfortunately the game itself gets very dull as there's practically no variety between the levels whatsoever, other than the colour scheme and occasional new enemy or power-up. Also, the floaty jumps can get annoying when there are loads of enemies around. A good choice for rental. **TED GROMAS**

PLATFORM GAME
OUT NOW
BY DREAM WORKS
1 PLAYER



- PRICE £39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY ELECTRONIC ARTS
- TEL 01753 549 442


Maybe when they release the sequel they can call it "Skull Monkeys 2 1/3". That would be funny.






CRUIS'N USA

We prayed it would never happen, but unfortunately THE Games have decided to unleash one of the most hideous games ever created, on the UK. For some reason, American gamers can't get enough of *Cruis'n USA's* unique combination of terrible jerky graphics, appalling car handling, boring straight tracks, repetitive action and atrocious honky-tonk rock soundtrack that could be done on the cheapest Casio keyboard available. But *Cruis'n USA* isn't all bad – it has the rare ability to reduce people to tears of laughter within minutes. Simply start the game up and hear the title music ("Cruisin.... USA, yeah!") and you'll start sniggering. Battle through to the desert stage and you'll find the most hilariously bad game tunes of ALL TIME! Honestly, the only words that can truly describe this game can't be printed. If *Cruis'n USA* was an animal you'd put it out of its misery. **ED LOMAS**

RACING GAME
OUT NOW
BY MIDWAY
1-2 PLAYERS



- PRICE £49.99
- ARCADE AND IMPORT VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 96MB CART
- PUBLISHED BY THE GAMES
- TEL 01703 653 377



Someone forgot to tell this driver that running over sheep actually slows you down. Oh well.





BATTLESPIRE

Battlespire is the latest in the immensely successful Elder Scrolls series of games, and keeps up the traditions of being very atmospheric and playable. It's a first person role playing title, and you have to create and build a character to defeat Mehrunes Dagon, an enemy first seen in the original ES game. You have complete freedom to make your character by choosing race, sex and even amount of facial hair. Then you are placed in the game. You must wander around vast dungeons, fighting enemy dwarves and imps, finding and solving puzzles to give you clues to the whereabouts of Dagon. It all sounds very basic, and first impressions indicate that it is. But, once you progress and the character finds new weapons and magic, *Battlespire* really starts to open out. It's a deeply rewarding and entertaining game, and a worthy addition to the Elder Scrolls series.
STEVE KEY

ROLE PLAYING GAME
OUT NOW
BY BETHESDA SOFTWORKS
1-8 PLAYERS



- PRICE £34.99
- PC PREDECESSOR VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255


Members of the Van Gogh Appreciation Society perform their initiation dance for you.




NHL OPEN ICE

NBA Jam on the Ice. That's basically what *NHL 2 on 2 Open Ice Challenge* to give it it's full name, is in a nutshell. You have the choice of all the NHL Teams, and three of the best players from each. Then you get put on the ice and have to basically bash the crap out of each other and score some goals. The same tricks can be found in this game as in *Jam*, in that scoring consecutive goals makes you on fire, and the net catches fire (ha ha, comedy). And you have a turbo button for power shots, and blatant foul moves which are used to rid the opponents of the puck. It's still good fun to play, but I feel that the *NBA Jam* type of game has had its day, and there are many more Ice Hockey Games about that can do the job a lot better than this. **STEVE KEY**


ICE HOCKEY

OUT NOW


BY AVALANCHE SOFTWARE


1-4 PLAYERS

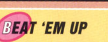
- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- SATURN VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791


Boomshakalaka on ice. Put's up an Igloo! He's on fire, and ice! We really like this game. Really.




NIGHTMARE CREATURES

We've already reviewed this in issue #194 and rightly said it was "flawed with a capital F". Sony took heed of this, sent it back into development and have altered it significantly. What you see here is the second 'finished' product. Set in old London town, a mad scientist has unleashed a hellish brood, in his bid to take over the world. The nightmare creatures of the title are on the prowl, and you must stop them. Playing as either Ignatius or Nadia, this is a roaming beat 'em up, set across the districts of London. Now with improved enemy AI and faster gameplay, this seems more of a challenge. The controls work better, and there seems more purpose to the game. Best of all the difficulty level is much harder, thanks to some tougher enemies. It seems this time Sony have got it right, and the game has become something worth checking out. **ALEX HUHTALA**


BEAT 'EM UP

OUT NOW

BY KALISTO

1 PLAYER

- PRICE £34.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY SONY
- TEL 0171 447 1600


Imagine a sub-standard *Resident Evil* combined with *Tomb Raider* and you have this game.




ADIDAS POWER SOCCER 2

Prior to the release of this game, it didn't seem as though Adidas were going to bother sponsoring this game as all the preview code we received was just called *Power Soccer 2*. But, lo and behold the sponsorship appears in the finished version, and I can't help but wonder why they bothered. It's another travesty of a football game and the only resemblance it has to our national sport is that there are 22 men and a ball on the pitch. This ranks alongside the worst football games I've played (like *FIFA '98* on Saturn, and *4-4-2*) simply because there is no realism in it at all. The players move too slowly, and the instantaneous passes and flicks you need to keep a game of this nature flowing, are nonexistent. On the plus side, it does have real players and commentary by Brian Moore but at the end of the day it's nothing more than a dire waste of time. **STEVE KEY**

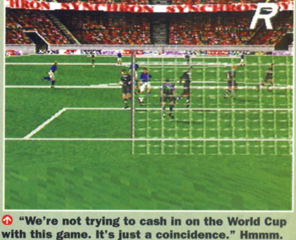
FOOTBALL GAME

OUT NOW

BY PSYGNOSIS


1-4 PLAYERS

- PRICE £44.99
- PLAYSTATION PREDECESSOR VERSION AVAILABLE
- UK VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY SONY
- TEL 0171 447 1600


"We're not trying to cash in on the World Cup with this game. It's just a coincidence." Hmmm.




NHL POWER HOCKEY '98

It's an Ice Hockey frenzy this month, as a third title comes under our reviewing treatment. *Powerplay Hockey '98* may well be just another update to the series, but it again falls into the same overused field: If you don't own any others, then you should buy this. The additions seem minimal, but as a whole this is by far the best Hockey game this month. It's much more realistic than *Actua*, has lots more moves and tricks to pull off and generally feels more like a Hockey game. It's not as initially fast as *Actua*, but once the controls have been mastered, you get a continuous paced and enjoyable game. It features all of the national teams as well as the NHL sides and also the All Star teams should you want the very best on offer. OK, so it's not exactly original but what it does, it does very well indeed. **STEVE KEY**

ICE HOCKEY SIM

OUT NOW

BY VIRGIN


1-8 PLAYERS

- PRICE £44.99
- PS AND SATURN PREDECESSOR VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY VIRGIN
- TEL 0171 368 2255


How many ice hockey players can you name other than Wayne Gretzky and Mario Lemieux?

MINI REVIEWS







STEEL REIGN

The trouble with PlayStation is that for every decent game, you get three crap ones. Count *Steel Reign* in the latter. It looks and plays like it's made for the same American audience that loved *Cruis'n USA* and *Mortal Kombat Mythologies*. The tanks look like they've been run over before they left the depo and they way the game jerks about is enough to make anyone go epileptic. The four tanks you can choose from at the start of the game don't handle anything like vehicles, let alone ones you'd want to take on a whole army against. Only the two player mode saves this from being completely dire. When there is so much good stuff on the way like *Gran Turismo* and even *Ghost in the Shell* which is similar but much better than *Steel Reign*, it amazes me that Sony can pass this sort of game through their quality control. **STEVE KEY**



TANK COMBAT
OUT APR
BY CHATEMAR CREATIONS
1-2 PLAYERS



- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



For those that are wondering why this got one, just look at this picture. Enough said.





RAMPAGE WORLD TOUR

Everybody who calls themselves a gamesplayer must remember *Rampage*. In fact, I'm sure those crappy fairs that crop up at your local park from time to time will have the original arcade version in it for 10p a go. It still is a classic game today, but that's probably where it should have stayed rather than trying to recapture the old mood for the nineties. For a start, there is only so much you can improve on a game like this before it becomes a new title, and *RWT* is stuck somewhere in between. The three characters remain the same, and the object of bashing buildings and eating humans is also identical, but it has lost most of its appeal over the years and isn't really much fun to play. I doubt whether even hardened Retro freaks will get any kicks out of this. **STEVE KEY**



MUNCH AND CRUNCH
OUT NOW
BY MIDWAY
1-3 PLAYERS

- PRICE £34.99
- ANCIENT CONSOLE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY GT INTERACTIVE
- TEL 0171 258 3791



Ex-CVG employee and part-time hooligan Phil Dawson makes his anticipated return to the mag.







ROCK & ROLL RACING 2: RED ASPHALT

More futuristic racing, this time disguised as a sequel to the old SNES and Megadrive racer. Whereas that old game had an isometric view, and 'real' rock 'n' roll tunes, *Red Asphalt* hasn't. This seems a sequel by word association only. Yes there are cars and they battle in a similar way to *WipEout*, but that's about it. After a horrendously long intro sequence where you learn that in the future people take to their cars and battle it out on the streets – that's original – you are whisked away to futuristic Los Angeles, and are told to race. With a similar appearance to the *Twisted Metal* games, but less playability, *Red Asphalt* is a predictable racer. It offers nothing new and unlike the title suggests – some weak rock 'n' roll. While Japan is wowing the gaming public with the likes of *Gran Turismo*, it's a shame that American companies are so far behind, and releasing inferior games like this. **ALEX HUHTALA**

RACING
OUT NOW
BY INTERPLAY
1-2 PLAYERS



- PRICE £39.99
- ANCIENT PREDECESSOR VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY INTERPLAY
- TEL 01628 423 666






Look out for *R&R Racing 3*, with soundtrack from Status Quo, Yes and Led Zepplin. Wow.






BUST-A-MOVE 3

As anyone who has *Tetris* on the Gameboy knows, once you have perfection, what's going to convince you to buy a sequel? In the world of fighting games it's easy to add more characters, but for a puzzle game it's just more of the same. *Bust-A-Move 3* offers little over the bubble blasting action of number two. While the gameplay remains the same, *BAM3* does feature humour and lots of it, by taking jibes at rival puzzle games. For anyone outside of Japan, this won't mean much, but in Japan it'll go down a storm. Fans of *BAM2* will unfortunately find the puzzle action on offer here far too easy. If anything Taito have made the challenge simpler. There are lots of characters to play as, which don't add anything to the gameplay apart from their attitude. This game can still hold its head up high, but as sequels go, it offers nothing new. **ALEX HUHTALA**

PUZZLE
OUT NOW
BY TAITO
1-2 PLAYERS






- PRICE £34.99
- PREDECESSORS AVAILABLE VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PUBLISHED BY ACCLAIM
- TEL 0171 344 5000



The classic gameplay found in the previous game remains, but it's still just too similar.

MINI REVIEWS




ZAP! SNOWBOARDING TRIX '98



- SNOWBOARDING
- OUT NOW (JAP)
- BY PONY CANYON
- 1-2 PLAYERS

Just out in Japan is the sequel to *Zap*, a decent game that appeared on the Saturn last year. Offering a more realistic approach to the sport than most rival boardin' games, it features more realistic tricks as opposed to the crazy 2000 degrees spins you find in *Cool Boarders*. There's a nice variety of courses, with a trick ramp and a halfpipe, in addition to which you get a whole mountain to board down, which is split into tracks. Like *Cool Boarders* there are sections where you get marked for tricks, and they are performed in a similar way. Combinations of the shoulder and directional buttons can pull off a large variety of stunts. The only problem with the game though is the sluggish controls. To get good, you have to really work at it, but the rewards are there. It does nothing to prove it's a *CB2* beater however. **ALEX HUHTALA**

- PRICE £IMPORT
- SATURN VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1CD
- PUBLISHED BY PONY CANYON
- TEL NOT AVAILABLE






Still nothing can dethrone *Cool Boarders 2* from it's crown as king of the slopes.




SHADOW MASTER



- FIRST PERSON SHOOTER
- OUT NOW
- BY PSYGNOSIS
- 1 PLAYER

After the OK *Tunnel B1*, we were a bit dubious as to whether this sort of game could work on the PlayStation. But, if anyone could restore our faith, it would be Psygnosis. And while *Shadow Master* doesn't break any great boundaries, it still proves to be a good fun blasting game. The basic premise is simple: just blow everything up. With 16 levels split through seven worlds it gives you a lot of other robots and humanoid creatures to gun down. Boss characters also impress, as most of them take up a whole screen without much indication of slow down. The graphics are very impressive however, as you would expect from the Liverpool lads, and even appear to have a slight *WipEout 2097* feel to them. Overall, I was very surprised by this as I was expecting an average shooter. It turned out to be much more fun than that though. **STEVE KEY**

- PRICE £44.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



Could this be a stop gap until the next *WipEout* game appears? Only time will tell.




YUSHA



- FIGHTING GAME
- OUT NOW
- BY ATLAS
- 1-2 PLAYERS

Bloody Roar proved that when it comes to fighting games, you can still have original ideas. *Yusha* (released as *Heavens Gate* in Japan) proves that when it comes to fighting games, developers will still churn out the same old stuff with a few more characters. The arenas have ceilings and walls, so there are no ring outs. Also, combos are virtually nonexistent, or least air juggles are because your opponent has hit the floor before you get time to throw a second punch in. It has the awesome power move (called a SOL move) that is charged by repeatedly hitting your opponent, giving you the chance to do loads of damage in one hit. And that's about it. You'll have to forgive the negative tone, but when games like this come along, there is little point in sounding excited, because it's impossible. **STEVE KEY**

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1CD
- PUBLISHED BY JVC
- TEL 0171 240 3121



"And if I wiggle my fingers like this, I can make a dog with the shadow! Good eh?"




CASTLEVANIA: LEGENDS

- PLATFORM
- OUT NOW
- BY KONAMI
- 1 PLAYER

Last month we had *Turok*, and this month is a cut down version of *Castlevania* for the Game Boy. It's not to be confused with the PlayStation game *Symphony of the Night*, although there are similarities. If you've played that game then this is like playing a 10% finished version. With a handful of enemies and weapons, and the action spread across five levels, this is Castlevania by numbers. Super simplified, and rather sparse. Our hero has her trusty whip, and can collect hearts by whipping candles. Crystals can also be found which increase the power of your weapon, even adding projectiles. Unfortunately, even by Game Boy standards this is basic. Some of the first GB titles were better than this in terms of graphics and collision detection. I've no doubt that the Game Boy could handle a decent *Castlevania* game, but this isn't it. **HAKUNA HUHTALA**

- PRICE £19.99
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 3 MEG CART
- PUBLISHED BY KONAMI
- TEL 01895 853 000

"Marge, get the garlic. I think we've got those pesky vampires in the loft again. Go on, shoo!"

ARCADE



RACING GAME	BY AM ANNEX
SPRING RELEASE	1-2 PLAYERS

- NO OTHER VERSION PLANNED
- DISTRIBUTED BY DEITH LEISURE
- MODEL 3
- SIT-DOWN DRIVING CABINET

The sequel to one of Sega's greatest arcade racers is to be unveiled on Feb 18th, at Japan's big arcade show – the AOU. Here's a sneak preview of it right now, together with a look at three of Sega's other major coin-ops.

Two years after its initial release, *Sega Rally* remains a hugely popular game. The coin-op still holds a prime position in most arcades, the Saturn conversion is, without a doubt, one of the finest home racing games ever made, and Sega have plans for a new PC version. Now finally, the arcade sequel is in the works, being developed by AM Annex, the AM3 splinter group headed by *Sega Rally*'s creator, Tetsuya Mizuguchi. Set for a spring release, we've already had a hands-on look at an early version,when Sega held a location test at a Tokyo arcade.



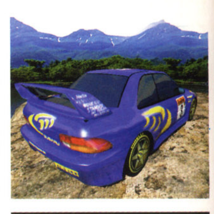
This part of the night course is fairly bright, thanks to the street lights. In other places you must rely on your headlights.

INSTANTLY FAMILIAR

Sega Rally 2 sticks strongly to the successful formula of the original. As before there's two modes – Practice and Championship. In the latter, you face four courses of varied terrain, with the aim to simply finish each course before the time limit runs out. You then move onto the next course, with your new grid position and left over time carried forward. As before, your navigator calls out the status of each upcoming bend, "Easy Right maybe!" and a warning arrow appears. You can also switch between Inside and external racing views just like in the first game. The biggest visual difference to *Sega Rally 2* is that it uses Model 3 (Step 2) technology, giving it far more realism than before!

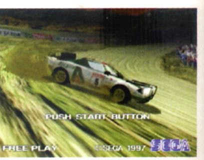






You get to race in the excellent Subaru in *Sega Rally 2*.

The Lancia Stratos is now available to arcade gamers!



MORE CARS

The original *Sega Rally* only featured two cars – the Toyota Celica and Lancia Delta (plus the hidden Lancia Stratos in the Saturn version). *Sega Rally 2* has six standard vehicles, plus the possibility of some hidden ones. You can now race in a Toyota Corolla WRC, Lancia Stratos HF, Subaru Impreza WRC '97, Mitsubishi Lancer Evolution 5, Ford Escort WRC, Peugeot 306 Maxi 1997. As before, the handling between the vehicles varies a great deal. The Lancia for example, is only two-wheel drive, compared to the Toyota's 4WD.

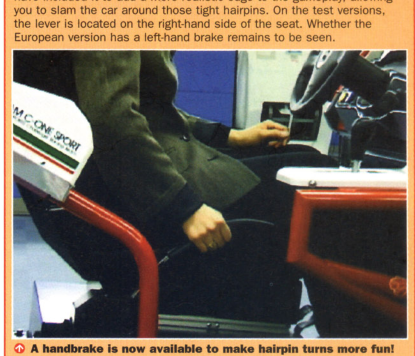


Just look at the dust being thrown up by this car – it looks completely realistic! Wowzer!



USE YOUR HAND!

The final crucial addition to *Sega Rally 2* is the handbrake. AM Annex have included it to add a more realistic edge to the gameplay, allowing you to slam the car around those tight hairpins. On the test versions, the lever is located on the right-hand side of the seat. Whether the European version has a left-hand brake remains to be seen.



A handbrake is now available to make hairpin turns more fun!

SUPED-UP MECHANICS

To boost the realism of *Sega Rally 2*, AM Annex have got AM4 (Sega's arcade cabinet division) to create an improved force-feedback cabinet for the game. Original *Rally* had a tactile vibrating steering wheel, however the sequel also has a feedback seat, which reacts to all the bumps and smashes while swinging left and right as you powerslide around corners.

THE NEW TRACKS

As before, there are four tracks – beginner, intermediate, advanced and expert. We've yet to find out what the expert track is like, however, the first two are similar to those of the original game. The beginner track is again the desert, with wide dusty tracks and irregular muddy sections. The second track uses the Forest theme again, starting you in a village before you head off into the forest and mountains. The third course is now a night time Riviera, set all on asphalt. However, the lack of clear vision is what makes this one tricky, especially when rushing toward the many tight corners.







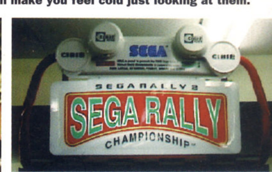
You race around the foggy mountain during a great-looking snow-storm. The graphics can make you feel cold just looking at them.







Each of the six cars has a different on-screen speedometer display in the bottom left-hand corner.



GAME OVER YEAH!

No, *Sega Rally 2* is still some way from over actually. And AM Annex will even delay its spring release to make sure its perfect. Nonetheless, we'll have a report on the latest version, direct from the AOU next month.

ARCADE





VIRTUAL ON: ORATARIO TANGRAM

•AM#3 •MODEL 3 •3D ROBOT BATTLE •60% COMPLETE

In Japan, the original *Virtual On* was an incredible hit, creating a new genre of robot/arena fighting games, and spawning a slew of copycat games. Here though, the brilliance and cool was lost on most gamers. Now the sequel is coming, and this time, fools, you'd better discover what it is to play *Virtual On*!

In the first game, a secret organisation, DNA, needed your help to infiltrate their malfunctioning Virtuaroid moonbase. How? By playing the arcade machine! While you thought it was just a game, you were in fact controlling a cyber trooper on the moon, trying to stop a massive weapon wiping out Earth. Now the stakes are higher. A rival VR organisation, RNA, have put their 'roids into action, to take over the nine production plants in the universe and recover the Tangram, a device that can open a space-time gate that can end existence as we know it!

VO2 will feature restyled virtuaroids, even more incredible weaponry, fantastic looking arenas, and dazzling new moves. Plus it needs two Model 3 (step 2) boards to run this gargantuan battle game. +++You have been warned+++



➔ *VO 2*'s graphics look confusing in still pictures, but incredible when moving!

FIGHTING VIPERS 2

•AM#2 •MODEL 3 •60% COMPLETE •RELEASE: SPRING 1998

At long last, Sega's AM2 division have finally gotten around to doing what they're THE best at – making fighting games. And not just any one either. The sequel to their hyper-fast, body armour cracking spectacular – *Fighting Vipers*!

Big things are guaranteed from *Fighting Vipers 2*, not least because it's powered by the Model 3 (step 2) board. Most notably, there should be incredible effects when fighters are smashed through the new scenery. It's a certainty that *Vipers 2* will play very similarly to its predecessor. However, it's also quite clear from these screenshots that its going to go far in excess too.

A new plot places previous mob leader, BM, as the mayor of Armstone City. And, to stop any challenge, he's imprisoned most of the Fighting Vipers inside a floating off-shore prison. Meanwhile, two new Vipers have joined the fight – a 12 year old girl called Emi, who wears a giant robot Teddy on her back (constructed by her kidnapped grandfather, of course), and Charlie, Picky's BMX riding rival. And yes, he does use it as a weapon. There's also a new feature that selects different opponents and backdrops as you play through, so you never know who or where your next challenge is. This game is gonna be hot!



➔ This game is completely mad. Charlie fights while riding a titchy little BMX!



➔ BM is now mayor of Armstone!



➔ Fantastic Model 3 graphics!



➔ The all-new super knockout!

HARLEY DAVIDSON & LA RIDERS

•AM#1 •MODEL 3 •100% COMPLETE •RELEASE: DEC '97

Although not a big name, this racing game from the makers of *House Of The Dead* should be awesome. For a start, because it's set in the streets of LA, and secondly because it's the first game to use the latest upgrade of Sega's top-spec arcade technology – the Model 3 Step 2. And it needs it, to generate the 1000 cars and 2000 people within the city!

Harley promises an incredible amount of street detail and all with no slowdown. Although the original Model 3 arcade board was technically able to produce 1,000,000 polygons a second, it suffered slowdown when lighting and shading effects were used. Model 3 Step 1.5 was an improvement – running *Scud Race* and *The Lost World* – but now Step 2 is finally capable of running coin-ops exactly how Sega want. Look out for this game in our AOU report next month – we're hoping big things!





➔ You can almost feel the sun just looking at this picture.



➔ Ride anywhere you want, but watch out for pesky car drivers!

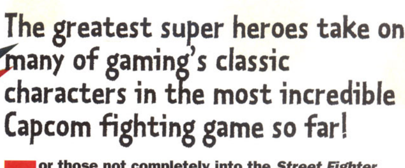




MARVEL COMICS

MARVEL VS. CAPCOM
CLASH OF SUPER HEROES

© CAPCOM



The greatest super heroes take on many of gaming's classic characters in the most incredible Capcom fighting game so far!

For those not completely into the *Street Fighter* series, *X-Men vs Street Fighter* seemed like a total waste of time. Then came *Marvel vs Street Fighter*, which was practically the same only with a few new characters and more impressive moves. And now we've got *Marvel vs Capcom*. Half of the world's gamers shake their heads and moan while the other half run around shouting excitedly like lunatics! If you come under the first category – wake up! You don't want to miss this one, honestly!



Notice that Venom says "Come n' get us!". That's because it's a combination of both Eddie Brock and the living suit! Excellent!

A NICE PAIR

Marvel vs Capcom is the third "versus" game that Capcom have done, and works on the same principles. You select two characters from the selection of 16 and can switch between them at any time during the fight by pressing the Hard Punch and Hard Kick buttons together. The usual team-up Super Combos and Counters are in there, but there are a few new features...







PLUS! 20 LITTLE HELPERS!

The major addition is that you now choose a third character from a separate group of 20 who acts as your "helper". Rolling the pad from Back to Down and pressing the Hard Punch and Hard Kick buttons calls your special partner onto the screen where they perform a special attack. A small icon under your energy bar shows how many times you can use your helper, starting with seven.

Here's the full list of helper characters and where they're from: **Unknown Soldier** (*Forgotten World*), **Tia** (Capcom's mascot), **Anita** (*Vampire Hunter*), **Lou** (*Chariot*), **Michelle Heart** (*Wings of Ales*), **Sir Arthur** (*Ghouls N Ghosts*), **Saki** (*Nigiirochou no Kiseki*), **Ton-Fu** (*Strider*), **Devilot** (*Cyberbots*), **Psylocke** (X-Men), **Iceman** (X-Men), **Cyclops** (X-Men), **Thor** (Marvel Comics), **Storm** (X-Men), **Jubilee** (X-Men), **Juggernaut** (X-Men), **Rogue** (X-Men), **Colossus** (X-Men), **Magneto** (X-Men), and **US Agent** (Marvel Comics).



Look at all the little special partner faces!



Hulk doesn't seem impressed by Megaman's super move.



The team-up Super Combos are more impressive than ever!

FIGHTERS OF YOUNG AND OLD

The fifteen main selectable characters are mostly from previous Capcom games, but there are few who've been created especially for *Marvel vs Capcom*. Everyone has a load of special moves as well as more Super Combos than usual – normally four each. The old favourites who have returned are **Chun-Li** (with a few new kicks), **Ryu** (now able to turn into Akuma and Ken during a fight!) **Zangief** (with a team-up Double Final Atomic Buster!), **Morrigan** from *Darkstalkers* (she can call on Lilith for a Super Combo), **Spider-Man** (with new web-based Super Combos), **Jin** (a pilot from *Cyberbots* who uses his robot, Blodia, in some attacks), **Captain America** (with powered-up original moves), **Hulk** (can bash stalagtites from the top of the screen), **Gambit** (still boring), and **Wolverine** (for people who just like banging buttons randomly).

And here are the new characters, taken from various Capcom games and Marvel Comics: **Captain Commando** (uses his original platform game moves, and gets help from other commandos!), **Megaman** (uses his arm cannon, and can turn into a giant robot), **Strider** (uses his sword and speedy ninja abilities), **Venom** (with loads of weird blobby costume-morphing moves), and **War Machine** (basically the same as Iron Man from *Marvel Super Heroes*).



These guys should all be working together, not fighting!

MARVEL VS CAPCOM VS THE WORLD!

At the moment, *Marvel vs Capcom* is on test in selected arcades around the country but should be on general release any day now. Hopefully we'll have our own machine in time for the next issue where we'll do a lovely feature on it!



NEW GAMES





100% COMPLETE | PlayStation | SHOOT 'EM UP | BY SQUARESOFT | OUT NOW (JAP) | 1 PLAYER

The horizontally-scrolling shoot 'em up is back! The coolest gaming formula of yesteryear has been reinvented for the next millennium – by the makers of *Final Fantasy VII*!

EINHÄNDER™

Games aren't what they used to be. Or so we're told. Gone are the days when they looked simple, but kept players hooked with razor-sharp addictive gameplay. Now we get incredible graphics, but the gameplay just doesn't have that simplistic brilliance. Now if someone could combine the two... That someone it seems, is the collective force known as Squaresoft. Having already recreated the role-playing genre to the tune of hundreds of thousands of pounds, with *Final Fantasy VII*, they've now turned their all-seeing eye to another hugely-popular, but unevolved, classic game type. *Einhänder* is Squaresoft's demonstration of what a PlayStation shoot 'em up should be like. Suddenly games are thrillingly hardcore again!!







WHAT IS THIS EINHÄNDER?

German for one-hander, that's the name of your cool ship. So called because it has an appendage that looks like a single arm. This 'manipulator' is the key to the game. There are three types of Einhänder ship, and each uses this arm differently. Finding the one best suited to your style is a major part of the game.

ORIGINAL FLAVOUR GAMEPLAY!

To look at, *Einhänder* is clearly a PlayStation game – check out some of the incredible 3D scenery and enemies on these pages. However, Squaresoft have been savvy enough to keep all the ingredients that once made shoot 'em ups the king of games. In this order they are: awesome weapons, terrifying bosses, ever-inventive levels and, most important, a cool ship to pilot.





EINHÄNDER TYPE 1

Can carry two 'gunpod' special weapons, one above and one below. These can be swapped around by the manipulator. The disadvantage is, once their ammo has run out, you're left with a piddly pop gun.



EINHÄNDER TYPE 2

Has only one external gunpod carrier, but two more inside! The manipulator can rapidly switch between these three special weapons, and swing it above and below the ship.



EINHÄNDER TYPE 3

One gunpod carrier similar to Type 2, but none inside. To make up for this, it features a more powerful twin-shot standard gun. A surprisingly effective combination.



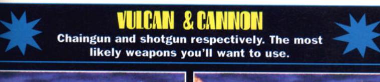


Because *Einhänder* is all polygon-generated, the camera is continuously swinging around to give the most dramatic angles.



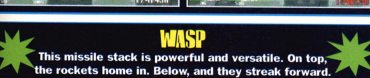
TOP GUNS!

Each lock-on weapon in *Einhänder* has been brilliantly devised, with some really coming into their own on certain ship types. Once you've used them, they can be selected as standard in following games. There's an excellent range, here's a taster of just a few.



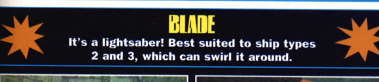








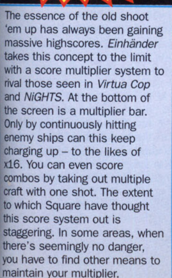








SCORE ATTACK!



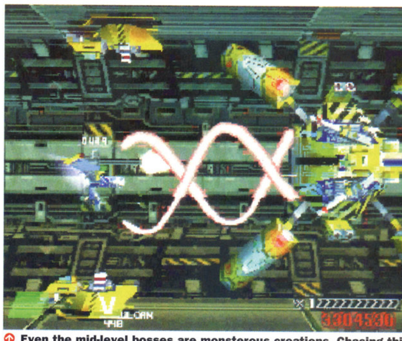
The essence of the old shoot 'em up has always been gaining massive highscores. *Einhänder* takes this concept to the limit with a score multiplier system to rival those seen in *Virtua Cop* and *NiGHTS*. At the bottom of the screen is a multiplier bar. Only by continuously hitting enemy ships can this keep charging up – to the likes of x16. You can even score combos by taking out multiple craft with one shot. The extent to which Square have thought this score system out is staggering. In some areas, when there's seemingly no danger, you have to find other means to maintain your multiplier.



Hitting these neon signs is the only way to keep up your multiplier along this stretch.



Dead ships dropping out of this carrier. Hit them though, everything in this game counts!

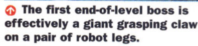


Even the mid-level bosses are monsterous creations. Chasing this scuttling machine through narrow tunnels is a terrifying experience.

NO.1 BADASSES!

Some of the biggest baddest shoot 'em up bosses ever, and this time in 3D. Squaresoft understand the old school formula of superb attack patterns – these mechanoids transform numerous times, throwing everything at you!

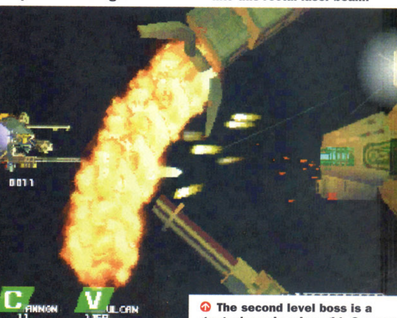




The first end-of-level boss is effectively a giant grasping claw on a pair of robot legs.



Boss One has plenty of other tricks up its single sleeve though – like this rectal laser beam!



The second level boss is a gargantuan dreadnaught. Can you withstand flames, laser-spit and a chain-cannon all on one screen?

The third level boss rides about on tank tracks, firing out a laser yo-yo. The screen tilts around with its weight.

WE WANT ONE-HANDED FUN!

Just released in Japan, *Einhänder* is one of the most exhilarating games we've experienced in a loo-ong time, but it's yet to be signed up for UK release! Sony are considering it, and we're egging them along. When it happens, expect much more coverage!



NEW GAMES

Just as we were about to close this issue, Eidos came through and gave us some awesome screenshots of the 3Dfx version of *Final Fantasy VII*! Take a look for yourself as it's sure to be one of the greatest looking games on the PC.







CIRCUIT BREAKERS

***Circuit Breakers* is a new racer which promises rollercoaster courses and super fast vehicles.**

Featuring 32 courses, 16 each for single and multiplayer games, full of short-cuts, and deadly drops. Offering a huge range of bonuses upon completion, including night time, backwards and turbo mode. Mindscape claim there are over 3000 course variations which, if they're telling the truth, should keep most players occupied for a while. The vehicles include sports cars, F1 cars, minis, speedboats and submarines! There's the usual time trial mode that allows you to race against ghosts of your previous best times. Multiplayer mode features a range of power-ups that Dick Dastardly would be proud of, including oil slicks, smoke clouds and homing missiles. Could be the game to finally take on the mighty *Micro Machines*.

70% COMPLETE — PlayStation — CAR COMBAT — BY ACTIVISION — MAY RELEASE — 1-2 PLAYERS

VIGILANTE 8

The PlayStation version of the successful *Interstate '76*, released on the PC last year.

Quite a lot has changed for the PlayStation version, hence the different name. The general idea is the same though: Drive around the American Southwest upholding the law from behind the wheel of your V8 muscle car. Rather than racing around, the idea here is to blow your opponents away. That's because these cars come complete with machine guns, missile launchers and oil slicks as standard. There are lots of cars on offer, and twelve fully destructible battle arenas. If it's anywhere near as good as its PC big brother, PlayStation owners are in for a treat.





40% COMPLETE — PlayStation — PC CD ROM — ACTION — BY HASBRO — MAR RELEASE — 1 PLAYER

BEAST WARS

The next generation of Transformers is coming soon to British television, in a spectacular computer-generated action series. To coincide with this, PlayStation and PC will be getting the *Beast Wars* game.

Beast Wars originally aired in Japan in 1996 to great success, which continued onto the US last year. Transformers originally transformed from cool vehicles into giant robots – the leader Optimus Prime was an articulated truck! This time around the Transformers are wild animals, including a gorilla and a T-Rex – leader Optimus Primal!

Together with good guys the Maximals, Primal fights to destroy the Predacons. But that's only for the TV series. In the game you get to control both the Maximals and Predacons as they unite to defend the planet against invading aliens called Skriix.

Kids' stuff for sure, but we love it! Here's hoping that the game's state-of-the-art CG too.





80% COMPLETE — PC CD ROM — ROLE PLAYING GAME — BY SQUARESOFT — JULY RELEASE — 1 PLAYER





FINAL FANTASY VII

What can we say about this game that hasn't already been said?

One of the games of 1997 saw a pretty major battle between third party developers to secure the rights for the PC version, and it's no real surprise that the incredibly deep pockets at Eidos came up trumps. Now they're restarting the *FFVII* hype bandwagon and CVG is getting all excited again. Anyway, just take a look at some of these screenshots and judge for yourselves.



With 3Dfx, this looks amazing!



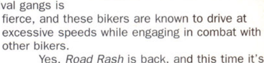
50% COMPLETE — PC CD ROM — RACING GAME — BY EA — SPRING RELEASE — 1+ PLAYERS

ROAD RASH 3D

Take to the streets on your trusty motorcycle as you race from state to state. There's a ton of rival bikers and also the police on your tail.

Competition between the rival gangs is fierce, and these bikers are known to drive at excessive speeds while engaging in combat with other bikers.

Yes, *Road Rash* is back, and this time it's brought some fancy graphics along too. Now featuring a range of weapons, plus realistic motorcycle physics, the game can now be played as an all-out simulation. Of course if it's combat you want, you're well accommodated for.



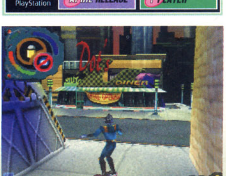


80% COMPLETE — PlayStation — SHOOTING GAME — BY EA — APRIL RELEASE — 1 PLAYER

REBOOT: COUNTDOWN TO CHAOS

Based on the popular TV series, *Reboot* sees you as popular hero Bob as he battles the latest viruses inside the mainframe of a computer.

Bob is a small guy and the mainframe is a big place, so luckily he's got a hoverboard to fly around on. There are 21 large levels, full of 'viruses' that need to be destroyed. The format of the game is part explore and large parts shooting action.





GHOST IN THE SHELL







The first thing we noticed about *Ghost in the Shell* was the awesome intro sequence. It has some of the best Japanimation seen, at least in a video game.

Plot details are a little scarce at the moment, but it definitely doesn't follow the film. You control a Fuchikona robot (it's a spider) and have to travels through various environments basically blasting everything in sight.

It sounds a bit poor because we don't know a lot of what goes on, but *Ghost In The Shell* plays superbly. Your robot has the ability to walk on walls and ceilings to get at enemies – for instance, when you're being attacked by helicopters you have to climb onto the side of a building and shoot upwards from there. The graphics aren't great, but the action is constant and it all moves at a very fast rate. Have a look at some of these screens and trust us when we say this is gonna be another surprise success of the year.

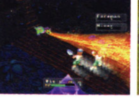
80% COMPLETE · PlayStation · ROLE PLAYING GAME · BY CAPCOM · JUN RELEASE · 1 PLAYER

BREATH OF FIRE III

It's about time we had some decent RPG's. Much as *Final Fantasy VII* will have filled that gap, it's not like the olden days of Role Players.

Breath of Fire III by Capcom looks as though it's going to be a bit special. We've had an English language version to enjoy, and it's all falling into place nicely. *BoF III* doesn't do much in the way of originality, but rest assured the gameplay will hit the mark. Ocean have signed the rights for this in the UK, and have set a provisional June release but that is subject to change. The fights are turn based, similar to *FFVII,* rather than realtime (*Zelda* for instance), and the team can be built up as you travel through the game by talking to people from other towns and offering a hand to local warriors. We'll be able to give you the full rundown in our Coming Soon feature next month.







70% COMPLETE · PlayStation · FIRST PERSON SHOOTER · BY JVC · MAR RELEASE · 1 PLAYER

BRAHMA FORCE





JVC's latest offering is another title that has potential, but whether it's fully exploited we've yet to decide.

The first glance makes it look like *Gungriffon* (Game Arts, Sega Saturn) forthe PlayStation. You are in a robot battlesuit and have to rid the earth of an evil thing that's threatening to cause havoc and chaos. The control method is something which stood out on our brief test, and even though you use every button, they were set out in an intelligent way. The robots' movements are also realistic. You can't just run and spin in any direction, you have to think about what's going on and strafe and turn the body accordingly.

The release date has been bought forward for this, so expect the review to hit next issue.





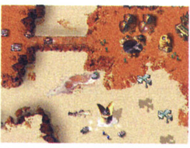




DUNE 2000

While we all wait for *Command and Conquer 3* to arrive, Westwood studios unveil *Dune 2000.*

Westwood have put all of their knowledge from this type of game in a bid to create the ultimate *C&C* clone. All of the classic elements from the *Dune 2* are included, but this time it's all being presented in a user-friendly interface more commonplace in war games. The main emphasis behind this game is to give *Dune* fans the opportunity to go head to head against each other, and that's what they've done. Using Westwood's web site, LAN or specialist internet serves, people can go head to head in another battle for supremacy.





70% COMPLETE · CD ROM · TANK COMBAT · BY MINDSCAPE · JUNE RELEASE · 1-8 PLAYERS

RECOIL

It sounds like the plot to the Terminator – computers have taken over a collective of machines and zombie drones, and a small group of renegades are fighting for survival.

Their only hope to defeat the computers is the Battle Force Tank. The computer hackers of the future have gone to the past to recruit a top driver and strategist for this mission, and that is you! There are 30 missions, with you taking on computer-controlled tanks with more than 20 different weapons. Some of the best include explosive charges that can create quicksand, and lasers that bounce around corners. The environment can also be used to your advantage, by destroying bridges and dams.



70% COMPLETE · PlayStation · SHOOTING GAME · BY PSYGNOSIS · MAY RELEASE · 1-2 PLAYERS

BLAST RADIUS

As Kayne the lone survivor of the legendary Wolf Squadron, your services have been called upon by the Vorn.

Blast Radius looks like a follow on to *Colony Wars*, and if it plays like that too, we could be in for a treat. This battle will take you through 31 missions. There are 17 different power-ups to collect and four variations of spacecraft to fly. Should you get bored of saving the Vorn, you can always get your link cable out and take on a friend in a fight to the death. Power ups are awarded for successful missions.







DOCK 'N' ROCK!

In the beginning there was *Tamagotchi*. Now the next stage has arrived. And this time they've learned how fight. Laydeeeeeeeeeeessss aaaand Gennnnntlemennnnnnnn. We bring you... *Digimon*!



This is the new age. Gone are the days of meaningless childhoods. Watching the weight is a thing of the past. These are ultimate fighting machines, trained to perfection by you for battles to the death. The newest toy from the folks at Bandai is now available in this country, and we've got 'em. The idea behind them is a simple one, but again it proves immensely addictive. For the first two stages of life, the *Digimon* plays much the same as *Tamagotchi* in that you have to feed and clean up its mess, but instead of playing games, the Digimon needs training. You have a shadow boxing match with the creature, and the object is for you to try and block his shots. Once they have grown twice, and reached the rookie stage, battling can begin in earnest.

LET'S GET READY TO RUMBLE!

Bandai decided on something a little different with regards to the launch party and hired an amateur boxing club as the venue. It's here that the first *Digimon* fights ever to be seen in Britain were staged in the most underground and secret circumstances. Special bouts were set up between newspapers, magazines (not us though) and TV stations. But, in order to get the true feel of the battle, we've had the EMAP Images *Digimon* tournament and this is what happened...

CONTESTANTS

NAME	MAG	DIGIMON NAME
Ed Lomas	CVG	Piranha
Shaun White	Nintendo mag	Bubbles
Tim Street	Nintendo mag	Booger
Mike Newson	Play Plus	Heave
Robert McBride	Facilities Man	Tucker F
Steve Key	CVG	Dribble
Tom Guise	CVG	#2453
Jason Simmons	Nintendo mag	Bret
Tony Cormack	CVG	Little Dude
Alex Huhtala	CVG	Hefer
Jaime Smith	CVG	Brick
Alex Fanning	Nintendo mag	Haggler

PRE-MATCH WARM UP

The start of the championships were plagued by problems. Jaime turned off the sound, forgot it was in his pocket and it died. So he gave it to Tony who hatched a new one, but was two days behind everyone else. Jaime is now being tracked by the RSPCA for neglect and cruelty. Alex Huhtala 'forgot' his, so he was disqualified. It turned out that there were two main types of Digimon competing. Greymon was the most common, and he is a standard dino who spits fire. The other is Numemon, who is the most stupid of all Digimon and also throws turds at its opponent. So, we'll hand you over for the ultimate battle.

JUDGMENT NIGHT

Ed and Tony both got byes. Tom's turd chucker was caned by Robert, Shaun and his under developed pet were mashed by Steve and Mike sailed past Jason. Ed's first bout turned out to be his last as he was mauled by Tim, who followed that by getting a bye to the final. Steve beat Mike, then the over confident Robert, to cruise into the final. Tim, who had only had two fights, was feeling confident. Steve, who had three wins on the spin was feeling the pace. So who won the best of the three bouts tournament?

THE GRAND FINALE

Dribble the Greymon versus Booger the turd chucker. Magazine pride was at stake, and amid jeers from the Nintendo mag crew of a fix, Steve romped home with a two-nil victory. Dribble earns his place as EMAP's King of the *Digimon*. A legend in his own right.

THE HOTTEST GAMING GOSSIP FROM AROUND THE WORLD!



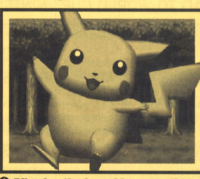
March 1998

FREEPLAY

Issue 22

LOCK UP YOUR DAUGHTERS
POCKET MONSTER IS COMING TO THE UK!

Later this year *Pocket Monster* will finally break out of Japanese obscurity and invade the US and Europe.
The Game Boy title has already been tested with focus groups in America, where it has been proved that monster breeding and battling is not just for Japanese kids. Apparently the American groups all loved it. The story is the same in the UK, and THE Games are very keen to release the game, especially as so many new N64 titles support the Pocket Monster craze. The CVG experts believe *Pocket Monster* will touch down in the UK in October, giving it enough time to generate mass hysteria over the Christmas period. The invasion doesn't end with the game being released. Shortly after, expect to see the Pocket Monster cartoon series on a TV screen near you. Though probably not the controversial episode that put hundreds of Japanese kids in hospital last month. The show has already been sold to American broadcasters, and will be starting in the Autumn along with another Nintendo favourite – *Donkey Kong Country* the cartoon series. Both shows will be billed together to form 'The Nintendo Hour'. Just like his famous games, the Donkey Kong cartoon utilises stunning computer graphics. 26 half hour shows have already been produced, while 56 Pocket Monster episodes will be heading towards the UK early in '99.
These two shows represent something of a fight back for Nintendo. Especially with the PlayStation guaranteed major exposure in the form of the forthcoming *Resident Evil* movie, and with Namco and Squaresoft working on *Tekken* and *Final Fantasy* feature length animations.



Pikachu: the loveable rogue that caused 700 kids to puke. He's coming.

WHAT A CROC!

Those who bought *Croc: Legend of the Gobbos* on the Saturn when it was released recently, got a bit of a shock – Croc doesn't have a head!
A bizarre bug left in the final packaged shop version of the game means that starting it up in a certain way makes the graphics of some characters corrupt, including Croc himself. He doesn't have a head, arms or legs, and the parts of him that are visible are wafer-thin.
Anyone buying the game now gets an emergency piece of paper in the box explaining how to get around the problem. Basically you have to start your Saturn up, go to the CD player screen, THEN insert the game CD. Booting up with *Croc* already in your machine results in the loss of a head.
While we all found it very funny, it can't have helped Sega's reputation for having strict quality control much. Snigger.

Ah ha ha haa! Croc hasn't got a head! Ha ha haaaa!

THE RED-HOT RUMOURS DEPT
WAFFLIER THAN EVER!

Sega's next machine is due for release in Japan this November, with an American and European release to follow in early 1999. When it comes out in Japan, the machine will have some conversions of existing Model 3 arcade games with it. We'd previously heard that no "old" Model 3 games would be converted, but this new plan sounds much better. A machine with *Virtua Fighter 3*, *Scud Race* and *The Lost World* at launch MUST be a winner!

PlayStation *Quake* WILL be done by Lobotomy after all. The American developers had a demo running months ago, but GT Interactive have taken their time while they considered other developers. The best thing about Lobotomy doing PlayStation *Quake* is that they've promised a two-player split-screen mode as well as all the coloured lighting effects of the Saturn version!

The AOU Arcade show in Japan this February will not only feature Sega's biggest arcade games like *Sega Rally 2* and *Fighting Vipers 2*, but also a few new ones. A follow-up to *Die Hard Arcade* will be there (most likely Model 2 or Model 3) as well as a puzzle game from AM1. More information in our show report next month.

Following on from *FIFA*, the next bunch of games to get the N64 treatment from Electronic Arts are *Road Rash* and *Nuclear Strike*. Meanwhile, EA have cancelled *Alien Resurrection* on the Saturn.

Could Sega be working on a new handheld console to be released when the Saturn 2 hits shops? Rumour has it the handheld and console will be link compatible, so data can transfer between them.

The American 64DD will not have a modem as previously thought. This is because Nintendo want to keep the cost of the machine down.

READERS MOST WANTED CHART

No surprise here. You want *Res Evil 2* the most. And so do we. Except *Paul*. He wants *Pocket Monster*. (mad).

1	RESIDENT EVIL 2	PlayStation
2	TEKKEN 3	PlayStation
3	TOMB RAIDER 3	PlayStation
4	ZELDA 64	Nintendo 64
5	METAL GEAR SOLID	PlayStation
6	GRAN TURISMO	PlayStation
7	FINAL FANTASY VIII	PlayStation
8	NEW SEGA CONSOLE	Sega
9	HOUSE OF THE DEAD	Saturn
10	RAGE RACER SEQUEL	PlayStation

Just missing out are countless sequels to games that have just been released, such as *Time Crisis 2*, and *Grand Theft Auto 2*. Capcom to make games on the N64, Namco to make games for the Saturn, and Sega to make games on the PlayStation are also popular. Quite a few of you really want *Colin McRae Rally*, and demand for *Yoshi's Story* and the 64DD are still as strong as ever. No Theme or Sim game suggestions this month, or none that were funny anyway. Instead someone genuinely wants Alex to get a new hairstyle – if you mean that pointy thing, then that went a long time ago. Now he looks more like Jarvis Cocker! Lastly a suggestion for *Racers Megamix*, there were some rumours flying around about that, but they've gone a bit quiet lately.

Contents

computer and video games OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**GRAND THEFT AUTO**	**PLAYSTATION**	**BMG**
2	2	FIFA '98: ROAD TO WORLD CUP	PLAYSTATION	EA
3	3	TOMB RAIDER 2	PLAYSTATION	EIDOS
4	4	TOCA TOURING CAR	PLAYSTATION	CODEMASTERS
5	8	TIME CRISIS	PLAYSTATION	SONY
6	4	CRASH BANDICOOT 2	PLAYSTATION	SONY
7	NE	NIGHTMARE CREATURES	PLAYSTATION	SONY
8	10	DIDDY KONG RACING	NINTENDO 64	THE GAMES
9	9	FINAL FANTASY VII	PLAYSTATION	SONY
10	8	FIFA '98: ROAD TO WORLD CUP	NINTENDO 64	EA
11	11	GRAND THEFT AUTO	PC CD-ROM	BMG
12	13	QUAKE 2	PC CD-ROM	ACTIVISION
13	RE	ACTUA SOCCER 2	PLAYSTATION	GREMLIN
14	20	WORMS: PLATINUM	PLAYSTATION	OCEAN
15	12	CHAMP MAN 2 '97-98	PC CD-ROM	EIDOS
16	19	RAYMAN: PLATINUM	PLAYSTATION	UBI-SOFT
17	17	TOMB RAIDER 2	PC CD-ROM	EIDOS
18	14	TRACK AND FIELD: PLATINUM	PLAYSTATION	KONAMI
19	18	FIFA '98: ROAD TO WORLD CUP	PC CD-ROM	EA
20	15	SUPER MARIO 64	NINTENDO 64	NINTENDO

JAPANESE MULTI-FORMAT SALES TOP 10

1	**CHOCOBO'S MYSTERIOUS DUNGEON**	**PLAYSTATION**
2	GRAN TURISMO	PLAYSTATION
3	TALES OF DESTINY	PLAYSTATION
4	PUZZLE GAME 7	PLAYSTATION
5	CRASH BANDICOOT 2	PLAYSTATION
6	GO BY TRAIN!	PLAYSTATION
7	POCKET MONSTER	GAMEBOY
8	YOSHI'S STORY	NINTENDO 64
9	EVERYBODIES GOLF	PLAYSTATION
10	GRANDIA	SATURN

AMERICAN MULTI-FORMAT SALES TOP 10

1	**TOMB RAIDER 2**	**PLAYSTATION**
2	NBA LIVE '98	PLAYSTATION
3	DIDDY KONG RACING	NINTENDO 64
4	NFL GAMEDAY '98	PLAYSTATION
5	MADDEN NFL '98	NINTENDO 64
6	CRASH BANDICOOT 2	PLAYSTATION
7	FINAL FANTASY VII	PLAYSTATION
8	FROGGER	PLAYSTATION
9	JET MOTO 2	PLAYSTATION
10	BOMBERMAN 64	NINTENDO 64

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

1	RESIDENT EVIL 2	PLAYSTATION
2	QUAKE	PC CD-ROM
3	GRAN TURISMO	PLAYSTATION
4	DIGIMON	HANDHELD PETS
5	KONAMI HYPER SPORTS	ARCADE



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	WINTER HEAT	SEGA
2	DUKE NUKEM	SEGA
3	QUAKE	SEGA
4	VANDAL HEARTS	KONAMI
5	BUST-A-MOVE 3	ACCLAIM

SATURN IMPORT TOP 5

1	HOUSE OF THE DEAD	SEGA
2	BURNING RANGERS	SEGA
3	VAMPIRE SAVIOUR	CAPCOM
4	DUNGEONS AND DRAGONS COLLECTION	CAPCOM
5	SHINING FORCE 3	SEGA

PLAYSTATION U.K. TOP 5

1	POINT BLANK	SONY
2	ALUNDRA	PSYGNOSIS
3	BREATH OF FIRE 3	OCEAN
4	WIPEOUT 2097: PLATINUM	PSYGNOSIS
5	STREET FIGHTER COLLECTION	VIRGIN

PLAYSTATION IMPORT TOP 5

1	RESIDENT EVIL 2	CAPCOM
2	TEKKEN 3	NAMCO
3	GRAN TURISMO	SONY
4	CHOCOBO'S MYSTERIOUS DUNGEON	SQUARESOFT
5	TALES OF DESTINY	SONY

PC TOP 5

1	QUAKE 2	ACTIVISION
2	SENSI 2000	GT INTERACTIVE
3	ACTUA GOLF 2	GREMLIN
4	STAR WARS SUPREMECY	VIRGIN
5	FLIGHT UNLIMITED 2	EIDOS

NINTENDO 64 TOP 5

1	GOLDENEYE	THE GAMES
2	NAGANO WINTER OLYMPICS	KONAMI
3	DIDDY KONG RACING	THE GAMES
4	ISS 64	KONAMI
5	FIGHTERS DESTINY	OCEAN

NINTENDO 64 IMPORT TOP 3

1	QUAKE 64	GT INTERACTIVE
2	YOSHI'S STORY	NINTENDO
3	SNOWBO KIDS	NINTENDO

16 BIT TOP 3

1	ZELDA: LINK'S AWAKENING	GAMEBOY
2	ZELDA: LINK TO THE PAST	SNES
3	SONIC AND KNUCKLES	MEGADRIVE

ARCADE TOP 5

1	MARVEL VS CAPCOM	CAPCOM
2	RIVAL SCHOOLS	CAPCOM
3	SAMURAI SHOWDOWN 64	SNK
4	KONAMI HYPER OLYMPICS	KONAMI
5	LIBERTO GRANDE	NAMCO

CVG'S 15 GAMES WITH NUMBERS IN THEM

1. ONE
2. 2XTREME
3. BREATH OF FIRE 3
4. 4-4-2
5. PHANTASY STAR 5
6. AREA 5+1
7. SEVEN'S GATE
8. HEAVEN'S G-EIGHT
9. WILD NINE
10. LIFEFORCE TEN-KA
11. J-LEAGUE WINNING ELEVEN
12. X2 (ROMAN NUMERALS AND NUMBERS)
13. BRAINDEAD 13
14. ART OF FOURTEEN-G
15. R15TAR

Keith Ainsworth's

Retro Computer Ranch

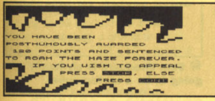
This month Keith welcomes a visitor of legend to the Retro Ranch – Malcolm Evans, the author of *3D Monster Maze*.

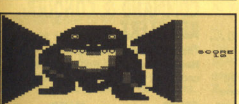
Malcolm Evans was no teenage whizz kid, he was in his late thirties when he coded games. His previous jobs included cutting edge scientific areas such as satellite technology and 'small applications of a classified nature' for the Ministry of Defence – a very smart man. Through all this he learnt how to program the Z80 processor and when he got a ZX81 for his birthday he produced a game to test its capabilities. This game was *3D Monster Maze*.

At an early ZX Microfair he was astounded by the response to his games, "People were throwing money at us" and the days takings were over £2000 in cash.

The presentation of *3D Monster Maze* is just soooo excellent. On loading, the screen asks, "ANYONE THERE?". If you don't respond it says, "WELL PRESS SOMETHING THEN".

Your quest is to find the exit from Rex's lair. You see the walls of the maze in front of you. Grey ones are on your path, black walls are the paths off to the side. As you move about, messages at the bottom of the screen tell you about Rex's movements. They say if he's on the prowl, if he's close and tell you to RUN if he's right by you.





J. K. GREYE SOFTWARE
3D MONSTER MAZE
GAMESTAPE 4
for 16K ZX81

3D Monster Maze: the true grandaddy of *Quake*. And look at that artwork. Cool.

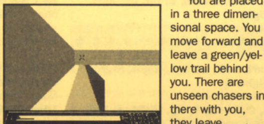
The gameplay is first-rate. While exploring, the messages keep you on your toes and keep you paranoid. If you see Rex you've gotta be speedy and get out of there fast. Finding the exit (so spangly you can't miss it) is a real achievement.

Popular Computing Weekly reviewed it with the words, "Brilliant, Brilliant, Brilliant". Evans told me, "It is quite astounding that *3D Monster Maze* is still discussed today". The game eventually sold 50,000 copies.

In the Spring of 1982 Evans formed his own company, New Generation Software, and started developing for the new Sinclair Spectrum.

Knot in 3D hit the streets in April 1983. Upon loading the program states, "This game is Knot in 3D". But it is.

New Generation Software
KNOT IN 3D
FOR 48 K SPECTRUM



Nope, it's definitely in 3D. Look, five polygons!

You are placed in a three dimensional space. You move forward and leave a green/yellow trail behind you. There are unseen chasers in there with you, they leave red/blue trails. The simple aim is not to collide with any trails. This is very easy at first, but the area soon fills up and you are twisting and turning to avoid collision. Dead ends suddenly appear and you literally tie yourself in knots. Once you hit too many trails and get a full faults line (this can happen very quickly if you panic) it's game over.

The colourful rectangular trails make a convincing 3D display on the Spectrum (Malcolm Evans became known as the 'The 3D Master') and playing on the highest speed has you ducking and gasping as you weave your way round this imaginary 3D space. Virtual reality!

The October 1983 edition of CVG gave it 9,9,9,8 - major marks! Popular Computing Weekly called it, "the most outstanding thing you'll see for a long time". Today it's still excellent fun and I can't recommend it enough.

New Generation Software

Inspiration can come from strange beginnings. Evans told me, "I think it was Eugene Lacey (then assistant editor of CVG), I remember him saying, "The trouble with kids today, all they want is rubbish"". After mulling this comment over, Evans came up with New Generation's biggest ever hit, *Trashman*.

The game sets you the task of emptying the contents of six bins into the back of your dustcart (that moves gradually up the road) before your bonus runs out. Details are important here, if you get hit by a bicycle or bitten by a dog you are slowed down and start to limp.

If you keep to the paths in the gardens and don't stand on the grass, the householders offer you a tip (giving bonus points). This is accompanied by a two-line humorous comment.



***Trashman*: clearly made before the invention of perspective.**

A good one is, "Help! My pet llama's running amok upstairs!". After going in to help, Trashman says, "That was an awesome experience". My favourite has to be "Do you think I'm a megalomaniac?" with the response, "Give me a ZX81, and I'll rule the world".

The graphics in this game are superb. Everything is perfectly drawn even down to including shadows. The use of colour is amazing for a Spectrum. Evans made good use of the BRIGHT command and used techniques like a checkerboard pattern of black and white to achieve the new colour grey.

Down the centre of the road, cars move back and forth giving rise to a quick game of *Frogger*. If your dash across the road goes wrong and Trashman is hit by a car, it's game over. You get a message like, "NEWSFLASH Trashman killed in Pulteney road. Nominee for Trashman of the year, Fred Scrunge, leaves wife, 3 kids and 1785 points".

CVG gave *Trashman* 8,9.5,7,8. The nine and a half was for the excellent graphics. *Trashman* was New Generation's biggest ever seller with 70,000 copies and reached number 9 in the Gallup charts.

In 1984 Malcolm Evans told Sinclair User, "New Generation does not feel like work at all". He recently told me, he looks back on his game coding years fondly. He remembers that the industry had a very friendly attitude without much rivalry. "I must admit I did enjoy myself with games". Well we enjoyed playing your games Mr Evans.

INTERNET ELITE



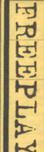

For all your C64 needs the only stop is Martin Pugh's site. He has catalogued every game out there...
http://www.geocities.com/SiliconValley/Vista/3468/c64index.htm

Daily updates of the fast moving world of emulators can be found at...
http://members.aol.com/emunews/index.htm

Lastly for more retro articles and games for sale, go to the RETROGAMER fanzine page...
http://www.geocities.com/SiliconValley/Heights/5874

If you want to send me a message or recommend any web pages e-mail: **retrogamer@hotmail.com**







Tips



I started the new year with a new hairstyle and new wardrobe. I feel I am creating a new form of masculinity. Before long you'll all want to look like me, and knowing loads of tips will be the height of fashion. So come on, impress your friends by sending me tips and wearing dresses. Yo!

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

You can also send any tips or guides to this Email address below. Just to let you know, we're not impressed by big lists of cheats for old games that you've copied out of magazines, books or internet sites. We want up-to-date original cheats please.

TIPS.CVG@ECM.EMAP.COM

PLAYSTATION

FINAL FANTASY VII

Without ruining this epic game for you, here are the locations of the Turtle's Paradise Flyers from **Onder Cura**. Don't read on if you want to play the game properly yourself.

1. Sector 5 Slum (Look inside the house on the east side of town. The flyer is in the boy's room upstairs).
2. This is on the billboard in the Shinra building.
3. This is in the Ghost Hotel in Gold Saucer (It's in the hotel's lobby next to the shop).
4. The fourth flyer is on the post of the weapon shop in Cosmo Canyon.
5. This is on the wall of the inn, inside Cosmo Canyon.
6. Outside Turtle's Paradise Pub in Wutai.

The prizes are: Power source, guard source, magic source, mind source, speed source, luck source and a megalixir.

And a few more tips from Onder...

When you are racing Chocobos in the Gold Saucer hold down **R1+R2** to refill your stamina guage.

If a character in your party gets to **7777HP** in a battle, then they get an ALL 7S attack. The character goes mad and attacks enemies non-stop, hitting with 7777 damage each time.

Martin Potts from Bognor Regis has an interesting tip (which we haven't actually tried out, so don't blame us if it messes up your game). The tip is basically that you should open the lid of you PlayStation while in the game and remove the *Final Fantasy VII* CD. This means that you can wander about without getting into any of the random fights as you go. Of course you need to put the CD back in before the game needs to load the next area, but it's still an intriguing tip.

James Faulkes-Arnold from Peterborough has a great little tip to let you get hold of enormous amounts of money.
"First of all you need the W-item materia from the Midgar tunnels, disc 3. After you have got this, fly to Wutai. Land and walk north to the beach area and walk on the sand until you have to fight a giant turtle. Don't attack it, keep defending until Cloud can attack. Select W-item, select the items worth a lot when selling (eg. Ethers and Hi-potion) with the Circle button, then again and press X. Press Circle again then X. The number of the selected object should increase. Repeat until it reaches 99, then kill the turtle and go back to Wutai. Sell the iteams, leaving about 5 item so that you can repeat it again. Ethers are worth 175 bits each so if you keep repeating this process you will eventually have LOADS OF MONEY!!"
Thanks very much James.

GRAND THEFT AUTO

These cheat codes should be entered as your character name. Thanks to everyone who sent them in. Well done for all figuring them out at the same time...

All weapons	**GROOVY**
All cities	**TURF**
No police	**CHUFF**

ACTUA SOCCER 2

These cheats should all be entered at the Main Menu screen. Once one has been put in, a message appears to let you know it's been turned on. The cheat will be saved as ON and you will need to perform the cheat again to turn it OFF.

Gremlin 11
Left, Right, S, C, Up, Down, S, C
Super Furry Animals
Left, Left, S, Right, Right, C, Up, Down
Ghost Ball
S, S, Left, Left, Right, Right, C, C
Beachball
Left, Right, Left, Up, Left, Right, S, S
Dwarf mode
C, Down, Down, S, Up, Up, Left, Right
Giant mode
Up, Down, Down, Right, S, S, C, C
Floodlight failure
Left, Left, Left, C, Right, Right, Right, S
Invisible players
S, C, Down, C, Up, Right, S, Left
Black and white TV mode
Up, Down, Up, S, C, Up, Down, Up

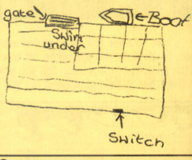
TOMB RAIDER 2

All those of you who exploded last month have been proven as rubbish gamers who feel the need to cheat at a game that hasn't even been out for a month yet. Shame on you! If you're STILL stuck, here are some cheats.

To skip levels while playing, sidestep left, sidestep right, sidestep left, take one step backwards (while holding the walk button), one step forwards, then turn around three times on the spot (in any direction), then jump forward and press the roll button as soon as you jump so that you twist in the air.

To get all the weapons with maximum ammo while playing, sidestep left, sidestep right, sidestep left, take one step backwards (while holding the walk button), one step forwards, then turn around three times on the spot (in any direction), then jump backwards and twist in the air by pressing the roll button as soon as you jump.

Sam Sheppard from Cardiff has a tip which lets you skip one level without using one of the button-push cheats. While in Venice, in the room with the switch that opens the main gate, push the switch and instead of using the boat swim under the gate to the end of the level.



Sam Sheppard is obviously going to be a cartographer.

COMMAND & CONQUER: RED ALERT

Thanks to **Jamie Ashby from Harpenden** for his *Red Alert* level codes. All the codes are for easy mode.

SOVIET		ALLIED	
2	DVP00GJH3	2	DVP0I6Z9N
3	L0FFUV0DE	3	P3YGA5GKJ
4	T3BB6MYSC	4	PJJXZHI7B
5	MMGGZH1H6	5	YOBG62GF6
6	1PMHLUP4R	6	PJUC747KO
7	3QO6FRLD5	7	RK95XMG3H
8	T3BB7BMI8	8	LZSD6T95U
9	59BIBUZ0P	9	59KGJ2B3N
10	PJM8K2A24	10	1PX2JH9ZV
11	T4HVF7X0K	11	XNIA60V34
12	3BWQGEL7A	12	T3BBQWN2J
13	VMLEKZW8D	13	6TNNL1016
14	JYZ31YTG1	14	5RZZOLW0D
		15	HFZ508LFS

Mr T Bailey from Llanidloes reckons he has a few cheats for *Red Alert* as well. To use them you must press the Circle button on the team icons.

1000 credits **Square, Square, Circle, Cross, Triangle, Circle**
Nuke **Circle, Cross, Circle, Triangle, Square, Triangle**
Level complete **Cross, Square, Square, Circle, Triangle, Circle**

COLONY WARS

Enter these secret passwords to get hold of some hidden cheat modes. Thanks to **J. Sedgwick from Barnsley** for sending them in.

Level select	**Commander*Jeffer**
Infinite energy	**Hestas*Retort**

COURIER CRISIS

Big shout going out to **Simon Voce from Grantham** for these passwords for *Courier Crisis*. They let you access all the levels as well as a few hidden characters.

1	**eflcifcgkj**	**8**	**fdclfikcjl**
2	**iflcifccki**	**9**	**kflcifcgii**
3	**mflcifcokj**	**10**	**oflcifccii**
4	**aflcifckkj**	**11**	**cflcifcoij**
5	**fhclfigcjl**	**12**	**gflcifckij**
6	**flclficcil**	**13**	**ffclfigccj**
7	**fpclfiocjl**	**14**	**fjclficcij**
		15	**fnclfiocjj**

Play as a gorilla	**savageapes**
Play as an alien	**xfiftyonex**

NASCAR 98

A cool cheat for a cacka game. While racing, pause the game and enter the Race Statistics screen. Now press **R1+R2+L1+L2** at the same time and you should hear an engine noise to the let you know the secret mode has been activated. From now on while you race, press Triangle to fire paintballs at the other drivers.

STAR WARS: MASTERS OF TERAS KASI

For Big Head Mode, hold **Select** while you choose a character until the fight starts. That's all – exciting or what?

To collect hidden options and characters, set the Player Change at Continue option to No and complete the game on Jedi setting with various fighters. For example, finishing it with Chewbacca gives you a Vs Mode stage select, Luke gives you Darth Vader, and Leia gives you Slave Leia.

To play as Jodo Kast, complete the survival mode (beat all 10 of the fighters).

To play as Mara Jade, put the Player Change at Continue option to No and the difficulty on Jedi setting, then go into Team Battle mode while holding **L1+L2+R1.** You should see the message "Fight for Mara Jade" and your fighters will be automatically selected. If you complete this challenge you'll get to fight as her.

FANTASTIC FOUR

To make up for the hideous and permanent mental scarring you're likely to get from playing such an apalling game, here's a cheat to let you access the secret options. Go to the Options screen and highlight the Training Mode option, then press **L1+L2+R1+R2** at the same time to make the secret stuff appear. Now turn the game off quickly and **burn the CD**.

SATURN

SEGA TOURING CAR CHAMPIONSHIP

To race in the *Sega Rally* cars – the Lancia Delta and Toyota Celica – first make sure you've got a steering wheel controller plugged into the second controller port (that's the hard part, as it'll cost you about £70 to get hold of one). Now go to the Options screen and enter Key Configuration so that a picture of the Arcade Racer appears. Now on the steering wheel press **X+Y+Z+Start** at the same time so that you hear an engine noise. This cheat adds the *Sega Rally* cars, the Sega Racing Prototype car, two more tracks, plus expert, exhibition and Grand Prix modes. Once this cheat is enabled, go to the car select screen and press X to get the Prototype, Y while highlighting the Toyota Supra for the *Sega Rally* Celica, or Z while highlighting the Alpha Romeo for the *Sega Rally* Lancia.

DUKE NUKEM 3D

Lobotomy haven't just included cheat modes for those of you who can't be bothered to play their excellent game properly – they've also put in a hidden control mode for those of you with a *NiGHTS* analogue Saturn pad. And as we've said before, thanks go to our toff chum and occasional contributor **Dan Jevons** for getting Lobotomy to put in this excellent control mode (Jevons Control, as it's known).

For all the weapons and items, pause the game at any time and press **Z, X, X, Z, Y, Z, Y, X, Y.**

For god mode (invincibility), pause the game at any time and press **X, Z, Z, X, Y, X, Y, Z, Y.**

For a level select, go to the main options menu and press **X, Y, Z, Z, Y, X, Y, Z, Y.**

To remove all of the enemies from the game (why??) go to the skill level select screen when you start a new game and press **Z, Z, X, X, Y, X, Y, X, Z.**

For Jevons Control, pause the game at any time and press **Y, Y, Z, Z, X, X, Y, X, Z.** Now the analogue dial thing will let you look up and down and turn left and right, while the d-pad lets you switch forwards and backwards between your weapons and items. Z moves you forwards, B is backwards, C is a right sidestep and Y is a left sidestep. The R trigger makes you jump and the L trigger makes you shoot, while X left you use a selected item. It takes a bit of getting used to but is overall much better than the standard setting. Unfortunately you need to enter it for each level you play.

NINTENDO 64

DUKE NUKEM 64

To access the handy Cheat Menu, go to the main menu and press **Left, Left, L, L, Right, Right, Left, Left.** Once you've done this and got the Cheat Menu, you can enter more codes for more options:

After entering the Cheat Menu code, go back to the main menu and press **R, C-Right, Right, L, C-Left, Left, C-Right, Right.** You should now get an extra All Items option which, surprisingly, gives you all the items when selected.

For a level select, make sure you've entered the Cheat Menu code, then go to the main menu and press **L, L, L, C-Right, Right, Left, Left, C-Left.** The option should be added to the Cheat Menu.

Also once you've entered the Cheat Menu code, go to the main menu and press **R, R, R, R, R, R, R, Left.** An Invinicibility mode will be added to the Cheat Menu.

Once again, after putting in the Cheat Menu code go to the main menu and press **L, C-Left, Left, R, C-Right, Right, Left, Left, Right.** A noise will let you know that the No Monsters code has been added to the Cheat Menu.

MADDEN NFL 64

These codes give you access to hidden teams in *Madden NFL 98.* Go to the Create Player screen and enter your name as one of these codes, then save and go to Exhibition Mode to find the team you added.

All Madden	**TIBURON**
60s Team	**SIXTIES**
70s Team	**SEVENTIES**
80s Team	**EIGHTIES**
AFC Pro Bowl 96-97	**HOWLIE**

PC CD-ROM

GRAND THEFT AUTO

Daz from Guernsey has a handy tip for conning loads of money for yourself, which is just what this game is all about. Head down to the docks and put your vehicles on a boat so that you get money for them (the better their condition, the more you get for them). Once the ship is full up, blow up the nearest two to make more room on the ship. Now drive two more cars on and destroy them again. This way you can keep piling on cars and you'll never be told that the ship's full up.

Martin Pearce from Oxford has sent some cheat codes for Grand Theft Auto as well. Enter these as your name for the cheat of your choice.

All cities	**itsgallus**
No cops	**iamthelaw**
All weapons and items	**suckmyrocket**
Maximum credits	**itcouldbeyou**
Infinite lives	**itstantrum**

AGE OF EMPIRES

Some excellent cheat codes which you should type in while playing the game.

HOMERUN
Complete scenario instantly
DIEDIEDIE
Kill all opponents
KILLx
Kill a player (replace x with their name)
RESIGN
Makes you resign
REVEAL MAP
Um... reveals all of the map
NO FOG
Remove Fog Of War
PEPPERONI PIZZA
1000 food
COINAGE
100 gold
WOODSTOCK
1000 wood
QUARRY
1000 stone
BIG BERTHA
Heavy Catapults are more powerful
ICBM
Ballistas have 100 range points
HOYOHOYO
Super priests (with 600hp)
PHOTON MAN
Nuke Trooper in town centre
GAIA
Control animals, not humans
MEDUSA
Dead villagers return as Black Riders
STEROIDS
Instant buildings and humans
HARI KARI
Suicide
FLYING DUTCHMAN
Catapult ships can travel on land
JACK BE NIMBLE
Select a catapult before typing and you'll fire animals and people from then on
BIGDADDY
Quick rocket launcher car

ACTUA SOCCER 2

These cheats can be typed in anywhere in the front end options screens. Repeat them to turn them off.

Italian teams	**itscominghome**
Dwarf mode	**bilbobaggins**
Giant mode	**bigdaddy**
Big head mode	**brianclough**
Table football mode	**twisycontrol**

ARCADE

STREET FIGHTER 3: SECOND IMPACT

Each character in the game has a hidden rival who can be accessed (just like the Dramatic Battles you'd get while playing through *SF Alpha 2*). While playing in one-player mode as any character, get five Super Finishes without losing a single round and the message "Your Challenger Has Found You..." flashes up to let you know you've got an extra fight.

To fight against Akuma you need to play through the game without losing a single round while getting at least three perfect victories. If you do this he'll appear after Gill. If you manage to finish him with Super KOs every time, he comes back to life as Super Akuma for an extra challenge!

To play AS Akuma, follow this sequence while on the character select screen. **Highlight Ryu and press Down, Down, Up Highlight Ken and press Up, Up, Down Highlight Ryu and press Up Highlight Ken again and press Down Now go to Sean and press Down, Down, Up, Down, Up, Up, Up.** Akuma should appear on the select screen for you to pick!

Calling all hardcore gamers! If you want to prove that you're the greatest gamer around, send your highest scores for the latest games to us at FreePlay!

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

High Scores

	Name	Score
1.	Time Crisis	10
2.	Tekken 2	9
3.	Fifa 97	8
4.	Croc	7
5.	Formula 1	8
6.	V Rally	9
7.	Street Fighter Alpha	8
8.	Wipeout	7
9.	Alien Trilogy	5
10.	Worms	3

There are a few people who don't really understand the point of the High Scores section. Daniel Murphy is one of these people, as you can tell from his contribution this month. Don't worry if you can't understand it – we can't either.

TOMB RAIDER 2 (PLAYSTATION)

Assault Course Time 1'24"6
Brian Lelas (B.L), Dublin

TIME CRISIS (PLAYSTATION)

Story mode 12'05"83
Daryl Morris, Essex

TIME ATTACK
Stage 1 2'45"93
Fat Ade (ADE)
Stage 2 3'44"13
Fat Ade (ADE)
Stage 3 5'06"53
Daryl Morris, Essex

PLAYSTATION MODE
1-2A-3A-4A 9'17"16
Daryl Morris, Essex
1-2A-3B-4B 9'39"53
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 10'23"63
Fat Ade (ADE)
1-2B-3B-4B 9'29"66
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 9'14"00
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'27"33
Matthew Hopkins (MAT), Crewe

PARAPPA THE RAPPER (PLAYSTATION)

Level 1 4040 Points **Fat Ade (ADE)**

STREET FIGHTER EX +ALPHA (PLAYSTATION)

A Course Time Attack
1'54"97 (Akuma) **Fat Ade (ADE)**

V-RALLY (PLAYSTATION)

EASY
Corsica 47"64
Craig Gemmell, Ayr
Indonesia 55"92
Seppo Lunki, Finland
Spain 55"16
Craig Gemmell, Ayr
England 1'04"52
Craig Gemmell, Ayr

MEDIUM
Safari 58"44
Stephen Haigh (SRH), Reading
New Zealand 1'10"96
Stephen Haigh (SRH), Reading
England 51"44
Stephen Haigh (SRH), Reading
Corsica 51"24
Seppo Lunki, Finland
Indonesia 1'00"20
David McDonnell, Wirral
Alps 1'10"56
Craig Gemmell, Ayr

HARD
Corsica 1'33"24
Craig Gemmell, Ayr
Sweden Sunny 1'13"52
Charles Haas (CHF), Holland
Alps Snow 1'11"48
Craig Gemmell, Ayr
Spain 1'20"88
Craig Gemmell, Ayr
New Zealand 1'28"52
Craig Gemmell, Ayr
Safari 1'05"44
Craig Gemmell, Ayr
Sweden Snow 1'23"36
Craig Gemmell, Ayr
Alps Night 1'17"20
Craig Gemmell, Ayr

DESTRUCTION DERBY 2 (PLAYSTATION)

PINE HILLS RACEWAY 22"75
Daniel Webb (DAN), Chester

CHALK CANYON 48"43
Matthew Hopkins (MCCLANE), Crewe

SCA MOTORPLEX 37"83
Mark Rainford (RAZOR), Wigan

CAPRIO COUNTY RACEWAY 21"23
Matthew Hopkins (MCCLANE), Crewe

BLACK SAIL VALLEY 30"07
Matthew Hopkins (MCCLANE), Crewe

LIBERTY CITY 21"71
Matthew Hopkins (MCCLANE), Crewe

ULTIMATE DESTRUCTION 30"51
Matthew Hopkins (MCCLANE), Crewe

SOUL BLADE (PLAYSTATION)

Arcade Mode 0'18"21 (Cervantes)
Michael Lockwood (MIC), Lancashire

Special Weapon Survival Mode
769 Wins (Seung Mina)
Brian Lelas (B.L), Dublin

RESIDENT EVIL (PLAYSTATION)

Game Complete 01:40'03
Alex Haas, Holland
Game Complete
with Rocket Launcher) 01:24'29
Michael Lai, Liverpool

RAGE RACER (PLAYSTATION)

MYTHICAL COAST
Best Lap 0'49"334
Kevin Mackay, Malta
Best Race 2'33"351
Kuljeet Chauhan, Southall

MYTHICAL COAST REVERSE
Best Lap 0'48"871
Michael Lai, Liverpool
Best Race 2'30"246
Michael Lai, Liverpool

OVERPASS CITY
Best Lap 1'12"717
Kuljeet Chauhan, Southall
Best Race 3'45"864
Kuljeet Chauhan, Southall

OVERPASS CITY REVERSE
Best Lap 1'11"979
Miroslav Jeftic (M.J), Ruma, Yugoslavia
Best Race 3'41"441
Miroslav Jeftic (M.J), Ruma, Yugoslavia

LAKESIDE GATE
Best Lap 1'03"713
Michael Lai, Liverpool
Best Race 3'18"552
Michael Lai, Liverpool

LAKESIDE GATE REVERSE
Best Lap 1'09"995
Michael Lai, Liverpool
Best Race 3'34"983
Michael Lai, Liverpool

EXTREME OVAL
Best Lap 0'20"304
Adi Wells, York
Best Race 2'03"940
Adi Wells, York

EXTREME OVAL REVERSE
Best Lap 0'20"336
Adi Wells, York
Best Race 2'05"582
Adi Wells, York

TEKKEN 2 (PLAYSTATION)

156 Wins (Bruce) Juau "El Mister"
Time Attack 1'38"26 (Lee Chao Lan)
Paul Powell (POW), Pontypridd

RESIDENT EVIL (SATURN)

Battle Mode, Jill 998 points,
A grade
Themis Bakas (ACE), Nunhead

SONIC R (SATURN)

RESORT ISLAND
Best Lap 16"40
Luigi Coppola, Bexhill on Sea
Best Race 59"12
Luigi Coppola, Bexhill on Sea
Tag Mode 38"20
Luigi Coppola, Bexhill on Sea
Balloon Mode 33"40
Luigi Coppola, Bexhill on Sea

RADICAL CITY
Best Lap 27"24
Luigi Coppola, Bexhill on Sea
Best Race 1'32"24
Luigi Coppola, Bexhill on Sea
Tag Mode 1'22"80
Luigi Coppola, Bexhill on Sea
Balloon Mode 44"52
Luigi Coppola, Bexhill on Sea

REGAL RUIN
Best Lap 19"84
Luigi Coppola, Bexhill on Sea
Best Race 1'07"92
Sam Draris, Dorset
Tag Mode 36"04
Sam Draris, Dorset
Balloon Mode 37"88
Luigi Coppola, Bexhill on Sea

REACTIVE FACTORY
Best Lap 26"52
Luigi Coppola, Bexhill on Sea
Best Race 1'24"48
Daniel Jaques, Leicester
Tag Mode 54"40
Luigi Coppola, Bexhill on Sea
Balloon Mode 29"28
Luigi Coppola, Bexhill on Sea

RADIANT EMERALD
Best Lap 40"96
Luigi Coppola, Bexhill on Sea
Best Race 2'29"16
Luigi Coppola, Bexhill on Sea
Tag Mode 1'54"80
Luigi Coppola, Bexhill on Sea
Balloon Mode 39"24
Luigi Coppola, Bexhill on Sea

SEGA TOURING CAR CHAMPIONSHIP (SATURN)

COUNTRY
Best Lap 24"315
Stuart Webster, Edinburgh
Best Race 2'04"224
Webster, Edinburgh

GRUNWALD
Best Lap 31"417
Stuart Webster, Edinburgh
Best Race 2'42"934
Stuart Webster, Edinburgh

BRICKWALL
Best Lap 30"075
Stuart Webster, Edinburgh
Best Race 2'37"443
Stuart Webster, Edinburgh

URBAN
Best Lap 30"981
Stuart Webster, Edinburgh
Best Race 2'41"124
Stuart Webster, Edinburgh

BOOMTOWN
Best Lap 34"708
Stuart Webster, Edinburgh
Best Race 3'00"701
Stuart Webster, Edinburgh

MARVEL SUPER HEROES (SATURN)

Best Score 2,137,200 (Blackheart)
"Buttons Boy" Jim, Isle Of Wight
Best Time 16"81 (Juggernaut)
Stephen Wake, Doncaster

SONIC JAM (SATURN)

SONIC THE HEDGEHOG (Time Attack)
Green Hill Zone 1 23"69
Ryan Carline (RYE), The Master, Chester
Green Hill Zone 2 17"69
Ryan Carline (RYE), The Master, Chester

SEGA RALLY (SATURN)

DESERT
Best Lap 0'47"84
Thomas Haxley, Pencoed
Best Race 2'30"32
Nathan White (NAT), London

FOREST
Best Lap 1'09"39
Nathan White (NAT), London
Best Race 3'32"19
Nathan White (NAT), London

MOUNTAIN
Best Lap 1'05"07
Nathan White (NAT), London
Best Race 3'17"25
Ewan Gibb (EJG), Southampton

LAKESIDE
Best Lap 1'05"77
Ewan Gibb (EJG), Southampton
Best Race 3'19"44
Ewan Gibb (EJG), Southampton

SONIC 3D (SATURN)

Green Grove Zone Boss beaten in 39 seconds
Sarah Cabry (GEM), Sheffield

SATURN BOMBERMAN (SATURN)

Master Game completed, 305860
Richard La Ruina (RIK), Cambridge

VIRTUAL ON (SATURN)

Game Complete (Hard, Temjin, No continues used) 6'33"35
Romeo Mazzei (R.M), Amsterdam

MANX TT (SATURN)

LAXEY COAST
Best Lap 0'52"84
Steve Lyth, Whitby
Best Race 2'43"80
Andy Beeching, East Sussex

TT COURSE
Best Lap 1'05"48
Andy Beeching, East Sussex
Best Race 3'19"36
Andy Beeching, East Sussex

LAXEY COAST REVERSE MIRROR
Best Lap 0'52"84
Andy Beeching, East Sussex
Best Race 2'43"28
Andy Beeching, East Sussex

TT COURSE REVERSE MIRROR
Best Lap 1'03"56
Andy Beeching, East Sussex
Best Race 3'18"72
Andy Beeching, East Sussex

VIRTUA COP 2 (SATURN)

Virtua Cop 1 Mode
Rank 1 17,031,100
Ryan Carline (RYE), The Master, Chester

FIGHTERS MEGAMIX (SATURN)

Survival Mode, FV Setting, Wolf Stage
3 Mins, Rentahero 26 Wins
Ryan Carline (RYE), The Master, Chester
7 Mins, Janet 62 Wins
Brian Leias (B.L), Dublin
15 Mins, Janet 157 Wins
Brian Leias (B.L), Dublin

CHRISTMAS NiGHTS (SATURN)

9999+ Link Attack
Nathan White (NAT), London 0'07"915
Brian Leias (B.L), Dublin

SONIC INTO DREAMS
Level and boss complete 4'01"226
Ryan Carline (RYE), Chester

NiGHTS (SATURN)

Puffy beaten with 104 remaining
Brian Leias (B.L), Dublin
Reala beaten with 106 remaining
Brian Leias (B.L), Dublin
Jackle beaten with 104 remaining
Ruverne Latchanna, South Africa
Wizeman beaten with 78 remaining
Nathan White (NAT), London
Gillwing beaten with 106 remaining
Brian Leias (B.L), Dublin
Gulpo beaten with 107 remaining
Brian Leias (B.L), Dublin
Clawz beaten with 100 remaining
Nathan White (NAT), London

678780 Points (Spring Valley)
James A. Thompson (JAT), Hull

326 Link (Mystic Forest 1)
Nathan White (NAT), London
565420 (Mystic Forest)
Nathan White (NAT), London

370 Link (Soft Museum 1)
Nathan White (NAT), London

426Link (Splash Garden 1)
Nathan White (NAT), London

379 Link (Frozen Bell 1)
Nathan White (NAT), London
826100 Points (Frozen Bell)
Nathan White (NAT), London

157040 (Twin Seeds)
Nathan White (NAT), London

KING OF FIGHTERS '96 (SATURN)

Survival Mode (Level 8, Iori) 20'43
Yasuhiro Hunter (YAS), Oxford
Arcade Mode (Level 8) 3,564,200
Yasuhiro Hunter (YAS), Oxford

GOLDENEYE (NINTENDO 64)

FACILITY
9999 kills in 82 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 1'46
Luostarinen Tatu, Helsinki, Finland

CONTROL
9999 kills in 93 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 8'14
Luostarinen Tatu, Helsinki, Finland

BUNKER
9999 kills in 78 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 3'41
Luostarinen Tatu, Helsinki, Finland

BUNKER 2
321 kills in 11 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 5'21
Luostarinen Tatu, Helsinki, Finland

AZTEC
9999 kills in 108 minutes
Luostarinen Tatu, Helsinki, Finland
Best time 8'21
Luostarinen Tatu, Helsinki, Finland

LYLAT WARS (NINTENDO 64)

Cornea 205
Steven Hunt (STE), Cheshire
M.E. 359 **Michael Lai, Liverpool**
K.A. 221 **Michael Lai, Liverpool**
S.X. 240 **Michael Lai, Liverpool**
M.A. 166 **Michael Lai, Liverpool**
A.G. 347 **Michael Lai, Liverpool**
Venom 227 **Michael Lai, Liverpool**
Total Score 1839
Sami Somero, Finland

TUROK: DINOSAUR HUNTER (NINTENDO 64)

Training Mode 2'37
Sam Vanhkonen, Finland

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 16"1
James Vincent, Co. Kildare
Level 13 180 coins
Michael Lai, Liverpool

STAR WARS: SOTE (NINTENDO 64)

Mos Eisley and Beggars Canyon
3 minutes, 38 seconds
David Macfarlane (DSJ), Glasgow

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 27"05
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'27"66
George Papapetrou (GEO), London

MOO MOO FARM
Best Lap 24"97
Suman Miah (SUM), London
Best Race 1'17"86
Zack Papapetrou (ZAK), London

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'23"95
Paul Svensson (AAH), Sweden

KALIMARI DESERT
Best Lap 34"27
David Hines (EYE), Doncaster
Best Race 1'49"58
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 30"10
David Hines (EYE), Doncaster
Best Race 1'36"48
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"52
David Hines (EYE), Doncaster
Best Race 25"98
Marios Papapetrou (MAZ), London

CHOCO MOUNTAIN
Best Lap 24"81
Paul Svensson (AAH), Sweden
Best Race 1'21"63
George Papapetrou (GEO), London

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"01
Tatu Luostarinen (TJL), Helsinki, Finland

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"89
David Hines (EYE), Doncaster
Best Race 1'42"82
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 34"33
David Hines (EYE), Doncaster
Best Race 1'47"38
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 38"42
George Papapetrou (GEO), London
Best Race 1'57"54
George Papapetrou (GEO), London

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 6"73
George Papapetrou (GEO), London
Best Race 38"74
David Hines (EYE), Doncaster

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 1'14"62
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"94
Paul Svensson (AAH), Sweden
Best Race 1'49"02
The Ultimate (TUL), The Netherlands

RAINBOW ROAD
Best Lap 1'17"98
David Hines (EYE), Doncaster
Best Race 3'57"47
David Hines (EYE), Doncaster

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 20873
James Vincent, Co. Kildare

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race 1'05"375
Stephen Wake, Doncaster
Stunt Score 18497
James Vincent, Co. Kildare

SUNSET BAY
Best Lap 0'21"171
Barry Morgan (BAD), Luton
Best Race 1'09"473
Barry Morgan (BAD), Luton
Stunt Score 20391
James Vincent, Co. Kildare

DRAKE LAKE
Best Lap 0'24"199
Stephen Wake, Doncaster
Best Race 1'15"326
Stephen Wake, Doncaster
Stunt Score 21203
James Vincent, Co. Kildare

MARINE FORTRESS
Best Lap 0'23"760
Chris Murphy (CHR), Manchester
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 24621
James Vincent, Co. Kildare

PORT BLUE
Best Lap 0'28"286
Stephen Wake, Doncaster
Best Race 1'27"580
Stephen Wake, Doncaster
Stunt Score 37246
James Vincent, Co. Kildare

TWILIGHT CITY
Best Lap 0'29"310
Stephen Wake, Doncaster
Best Race 1'30"561
Stephen Wake, Doncaster
Stunt Score 22268
James Vincent, Co. Kildare

GLACIER COAST
Best Lap 0'27"523
Chris Murphy (CHR), Manchester
Best Race 1'27"368
Chris Murphy (CHR), Manchester
Stunt Score 36080
James Vincent, Co. Kildare

SOUTHERN ISLAND
Best Lap 0'25"042
Stephen Wake, Doncaster
Best Race 1'19"552
Stephen Wake, Doncaster
Stunt Score 24023
James Vincent, Co. Kildare

TEKKEN 3 (ARCADE)

Game Complete (Kuma) 2'51"25
MC Okwuosa (MCO), Holloway

DEAD OR ALIVE (ARCADE)

Normal Mode 3'30"03 Kasumi
E. Nettey (MAN), London

Burst Mode 3'47"31 Kasumi
E. Nettey (MAN), London

HOUSE OF THE DEAD (ARCADE)

Rank 1 66240, all hostages saved
Themis Bakas (ACE), Nunhead

VIRTUA STRIKER 2 (ARCADE)

Tournament won (Spain)
22 goals scored, 2 goals conceded
Themis Bakas (ACE), Nunhead

TOP SKATER (ARCADE)

S Class29400, Course 1
Themis Bakas (ACE), Nunhead

SCUD RACE (ARCADE)

BEGINNER NIGHT RACE
Best Lap 29"31
Paul Clays (P.C), Ostend, Belgium
Best Race 2'00"61
Paul Clays (P.C), Ostend, Belgium



drawinz wot you dun

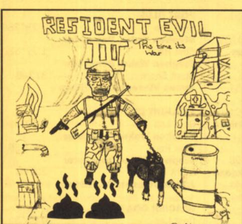
OVER 30 TURDS GUARANTEED

Oi Listen!! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown on my pages.

KEY: Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT! | Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

Right! No more Croc, Worms,' Kids' games, Crash Bandicoot, big heads characters, Star Wars, Klawd or Zool. Especially Zool.

I know what you're all saying, after last month's epic 21st Anniversary edition of Drawinz, this month can only be a disappointment. Shut your filthy mouth! That just isn't true. This month's drawinz are better than ever. Stripped down to black and white for ease of viewing.



Now, I know I said before that I wanted pictures of sequels but I've changed my mind, in fact they're banned. Mark Griffiths.



Aki Sahlman from Finland shows us his favourite members of CVG. What a crazy loon.



Cool montage, this is just good clean fun. Well done Tom Arnesveen, have some turds (and some bones) for fun.



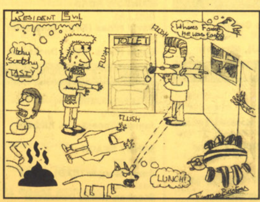
Blooming heck! This must have taken ages, cheers Oliver Loder.



Plenty of white space here. Hmmm, I wonder what I could put in there? Cheers Chris Waldon.



Action, action, action... ehhh.. where's the action? This is boring Richard Pierece.



Ehhh... what's going on? I just don't understand. And I don't really care! Thomas Bristow.

drawinz wot you dun

FREEPLAY



Capcom's ***Final Fight Alpha 2D***: This is more like it, send in stuff you would like to see, not just ***Tekken 4*** and ***Croc 5***. Thanks Jimbob.



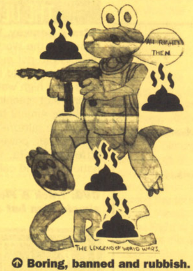
Wow! It's Sonic and his friends! Thanks a lot Ivor Nonamonbak.



Yeah! Nice! No need to put your name on twice Kelly Paul.



PaRappa is getting boring, but Zombies are cool. I'm gonna give you turds anyway. Zac Howarth.



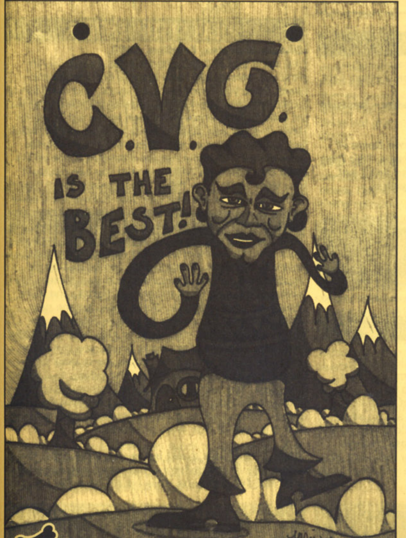
Boring, banned and rubbish. Three reasons to receive four turds, Jonathon Smith.



Boring pose, dodgy eyes, stupid idea, Crash Bandicoot, four reasons for five turds, well done Rafael Kent.



Ehhh... didn't we have this exact idea last month? I think so. Three turds for you! Lain Dornan.



You're damned right brother! Put your name on the back next time though or I'll come round and bite off your long bendy arm.



Wow, original artwork for a change! Thanks Mrs Forgotoname.



ZZ zz zzz zzz. George Bates.



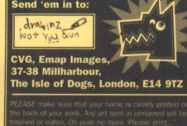
What is it? It's good, but what is it? Thanks Than Cong Nguyen.



Ryu and Ken. Alex Zaffiro.

Send 'em in to:

drawinz wot you dun



CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.

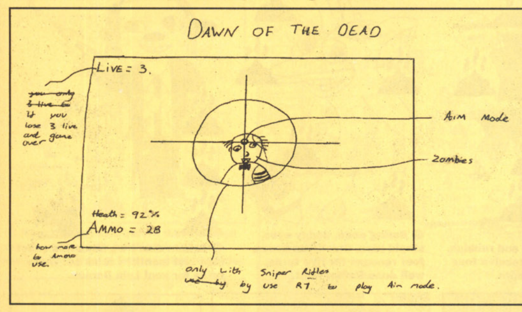
drawinz wot you dun

FREEPLAY

MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Welcome once again to the 'Drawinz Wot You Dun' companion piece. This is the area for you to send in your suggestions of cool game ideas. In the process, it gets copyrighted to you, and if anyone wants to make a 'real' game out of it, they have to pay you bucketfuls of moolah. Remember to keep your ideas fairly short (around 250 words) and include a 'screenshot', and please stop sending in the *Resident Evil* rip-offs. We prefer original ideas!



DAWN OF THE DEAD

©George Romero, but whoever sent this in forgot their name.*

My game called "*Dawn of the dead.* It is like *Resident Evil* but different zombies and gun and you can drive truck and car. You can control Roger or peter. they can use shotgun and Sniper rifles and pistols and AA33. Also get food for max health and Ammo from gun shop. You can killed zombies and Joyrider Anytime you want but you must find some way to get out in mall full of zombies this game might last 70 hour to complete this super game. three cheat for game. first cheat are you control any Joyrider. Second cheat are you will never die. third cheat are you can use chain-gun! this will beat *Resident Evil 2*. You can use memory card to save this game.

This letter has been reprinted verbatim – because it's funnier like that.

CVG: While there is no doubt the movie Dawn of the Dead would make an excellent game. This idea has been hastily put together. Oh, and don't eat cheese before you go to bed. CVG against illiteracy, yeah!



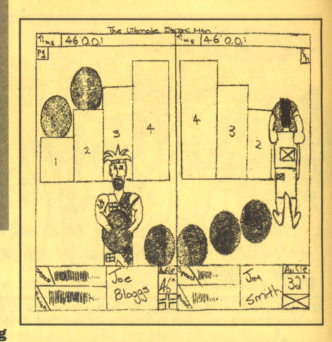
HELL'S ANGELS

©Mitchell Games, 1998

In the year 2000 a colony of strange aliens will devour 99% of the earth's population. You, being an angel from Hell were about to take all their souls before the aliens came. You plot revenge on them. The aliens have posted 37 bases all around the world. It's up to you to place nuclear bombs on each one of them. After that you must find the one percent of the human souls that are left, and share it between your clan. But the story isn't over yet, a boss alien has already started to rip your comrades apart. You must hunt it down and battle it until he's been destroyed, and that's the ending of *Hell's Angels*. It's a 3D platform, a cross between *Resident Evil* and *Duke Nukem*. You can also choose from 2D to 3D, close-up or long-shot. You can make it into a *Doom* clone too. A lot of choices eh? If you want to you have control of what he says.

CVG: Too much sugar on your cereal? We didn't know you could have an angel from Hell. What next? Devils from Heaven?



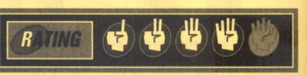


THE ULTIMATE STRONGMAN

©Craig Conway, Wirral, 1998

Based on the World's Strongest Man tournament. The object is to get more points than rival competitors. the events would include truck-pulling, throwing beer kegs over high walls, running with boulders, hoisting casino slot machines and lots more. The controls would be similar to an athletics game, where you have to tap the buttons really fast to gain speed. You also have to gain power, and get the angle right for the different events. You can choose your strong man's nationality and call him what you want.

CVG: Track & Field with a strong man twist, a simple idea but a good one.



SOLAR SYSTEM EMPIRES

©Adam Sharples, Preston, 1998

You are a god and are given a solar system to run. First you select how many planets and moons you want. Once you have the basic layout, you can start to customise each world. You need to decide on the size of planets, and where in relation to the sun it will lie. After this you can start to place tectonic plates, which will create volcanoes etc. These will in turn provide your planet with some natural disasters. Once all the land contours have been adjusted you can decide if you want life to grow there. Time passes faster than in *Sim City*, so you can see how your followers are doing in the evolution stakes. Some planets have fast evolving creatures, which will soon be travelling around the solar system in space ships. The population have to gain a certain number of points before advancing a stage in evolution. These points can be lost by not dealing with natural disasters. Once your system has evolved, you gain more experience points, and more things become available. Worm holes are the next step, allowing your people to venture into new systems. This process allows you to gain control of bigger systems. Once you have more power, you can battle other gods. Evil worm holes allow you to suck opponents' planets into your part of the galaxy, to claim as your own. The overall aim is to nurture your people into a formidable race, so you can take over the galaxy. Special editions could also be made, featuring the Star Trek or Star Wars universes.

CVG: This shows great potential. Plus, with the coverage it will get from outraged astronomers and religious groups, this would be a big hit.



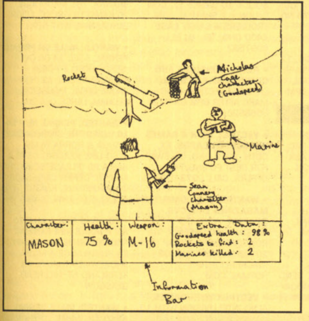
CHAMPION CHAIRMAN 2

©Leon Auger Games Ltd, 1998

This game is like a football management title, except here you are the chairman. As the chairman and owner of the club, you have to make a lot of decisions based on the following – how much cash you give to the manager to buy players, if your team is doing crap, what to do, eg. sack the manager, stadium changes, club shops opening and lots more. You can choose any team to own in Europe, with the main idea to make a huge profit, and for your decisions to make the team do well. If you don't succeed, and go into money problems, you will be forced to sell up! You can block any transfer deals you don't approve of, whether it's players coming in that are not worth it, or players being sold for less than they are worth. You must keep fans happy by making decisions on ticket prices and club shops etc. You might also have to sack players if they take drugs etc. When an important player signs for the club, you must hold a press conference. Using a keyboard you can type in answers to press questions. What you say will appear in the papers the next day. The chairman is controlled by moving a character around the club. You can talk to people, read the paper, anything!

CVG: Hmm, it doesn't offer much more than Championship Manager 2, and you miss out on all the team tactics, and player selection. How much fun is holding a press conference anyway?





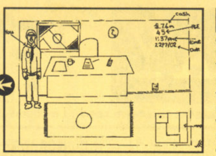
THE ROCK

Suggested by Asa Green, Northampton, 1998
©Hollywood Pictures

This game follows the plot of the film. You have a choice between two characters, Mason (Sean Connery) and Goodspeed (Nicolas Cage). The game is a third-person perspective shoot 'em up. If you choose Mason you must protect Goodspeed from the marines. If on the other-hand, you choose Goodspeed, you must run around Alcatraz diffusing rockets and avoiding the marines. To add to the game, I would include a cheat mode where you could play as the general and control the marines. you could execute hostages and control the rockets. The weapons on offer would be like the film, with an array of hand and machine guns.

CVG: The movie would have made a cool game, but you left out that awesome car chase. Other movies we'd liked to have seen turned into games are Heat, Casino, Con Air and Face/Off.





HEAVEN,S DEVILS

©Irie Productions, 1998

The ultimate *Command & Conquer* clone, where angels and devils battle it out for control of Heaven and Hell, and the souls of Earth. Choose to play as the army of God, or the legions of the Devil. The devils are more powerful, and have a higher range of technology at their disposal. Weapons to research are: Millennium Fever, this causes serial killings and cult suicides; Satanic Message which spreads the word of the devil to the cerebrally challenged; and The Worshipper, which causes teens to go on kill frenzy rampages, and human sacrifice. The army of God can call upon more troops, but are lacking the technological advancements. Weapons to research are the Divine Right of Kings, this gives you control of the more important stronger souls of Earth. Near Death Experience which confirms peoples belief, and is the angel's equivalent of Satanic Message. Finally the Divine Light. This is a tower that must be constructed, that converts the souls of any devils that are caught in its beam. Whereas most *C&C* games require you to mine ore, for funds in Heaven's Devils you must build up the belief meter. The more souls on Earth that worship you, give you more funds to control. Both armies can create natural disasters, these can give you an influx of fresh troops.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

CVG: One word: Populous. If certain elements were toned down, this may stand a chance of being released, but expect a tabloid backlash for your troubles.

DEATH MACHINE 2099

©Daniel Cartwright, Lincoln, 1998



The year is 2099, humans are under threat from the death machines. Once they wipe out the human race, they plan to clone everyone. The humans have successfully reprogrammed a death machine and modified it, by putting every gun known to man and machine on it. It has been dropped off in Centurion Central (the death machines' base). Your objective is to destroy all the other death machines, as well as little creatures you meet along the way, plus blow up the cloning machine. This game would be put on the PlayStation, and there would be a two player split-screen option.

CVG: Why do the death machines want to kill everyone and then clone them? If it's a slave thing, why not keep them alive in the first place? Where did they come from anyway? This sounds very similar to loads of other games out there. Try harder next time.



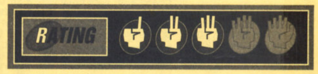
DEVIL'S LAND

©Lance Johnston, 1998



This game is based on Earth and the Devil's world. You must run around shooting, solving puzzles, and summon devils when you kill them. What I'm trying to say is you are running around worlds shooting vampires, gargoyles, beasts, demons, monsters and gremlins. Using weapons like shotguns, ice bombs, missiles and pistols. But that's not it! Over 30 action-packed levels, chasing enemies on motorbikes and hovercrafts. This should be game of the month.

CVG: Er... no it shouldn't. We don't have a 'Game of the Month' award. Top marks for enthusiasm.



TOMB RACER

©Jack Wilkinson Productions, Liverpool, 1997-98

In *Tomb Racer* you must race against other adventurers through *Tomb Raider* style locations. Complete with death-defying jumps and boulders. It maintains a puzzle element as you must find keys to open doors etc. You can also set traps for your opponents such as swinging axes and landslides that force them to take detours. There are animals on every level which can only be defeated by locating a weapon, or luring them into a trap. There are levels which are set underwater, plus airborne ones where you use a hanglider. There are 30 different adventurers to choose from, plus two secret characters: Lara Croft and Pierre. If you finish first in each tomb, then other vehicles become available, including a motorbike and helicopter. Weapons like the rocket launcher are too heavy to jump with, so you must use it, or destroy it so other adventurers can't use it, before you attempt a jump. Or you could drop it off a ledge and crush an adventurer below. Some ledges crumble if too much weight is put on them. Their are many modes including marathon where all 32 adventurers compete at once, plus hunting season where you must try and kill as many animals as you can. In addition traps can be switched on or off.

CVG: Diddy Kong Racing has kind of beaten you to the racing adventure, but this is still a cool idea, and Lara did ride a couple of vehicles in her last game. Who knows?



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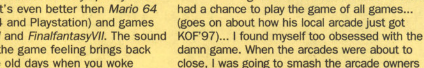
• **WANTED: GOOD HANDWRITING.** OTHERWISE WE CAN'T READ YOUR FREE ADS.

FREEPLAY FAN

The section where you get to wax lyrical about your gaming loves and loathes. Every letter that passes the CVG 'interesting' test gets printed on this page exactly as we receive it. That of course means all of the spelling mistakes. Why? – because this is your section, and – because it's funny.

Dear Alex,

I just wanted to thank you for your excellent review of the superb game called *Castlevania Symphony of the Night*. I believe it's even better then *Mario 64* (I have both N64 and Playstation) and games like *TombraiderII* and *FinalfantasyVII*. The sound is superior and the game feeling brings back memories of the old days when you woke seven in the morning just to get up and play your favourite game for the rest of that day. The graphics may be a little bit oldschool (in my opinion it's perfect) but with all the effects brought to you by the simple graphic it just feels so right. I really hope Konami release a sequel to this game before the N64 version is finished (I don't think it will be as good as this Playstation masterpiese though). Games like this suppose to be on 3 cd's, not the ones like *FinalfantasyVII* (don't missunderstand me, *FFVII* is a VERY good game too but...).



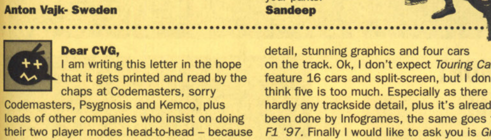
I hope you share my opinion and if you are a nice gay (I believe you are- I really do!) can you please put this mail into your next issue of CVG? It would be such an exotic experience being able to read ones mail in a great mag like yours (it's the best games mag in the world)! A not very important mail from A REAL VIKING!

Anton Vajk- Sweden

Dear CVG,

I'm in love... yes in love for the first time! Why, because K-K-K-*King of Fighters '97* on the arcades where i had a chance to play the game of all games... (goes on about how his local arcade just got KOF'97)... I found myself too obsessed with the damn game. When the arcades were about to close, I was going to smash the arcade owners face in. He closed the machines down as I was playing. He threw me flying out the shop. Out of all the 2D fighting games, I've never seen so much action packed moves. I'm sorry to say this but *KOF'97* is better than all the *Street Fighters* I've played on arcade, and has just lost its' number one title on my favourite games list of all time, for *KOF'97*. Not forgetting I've played and competed *KOF '94, 95, 96* and amazingly *'97*. From all the 2D fighting games, I think and recommend that *KOF'97* is the best that money can entertain you with ...(goes on for about 5 more pages, just saying the same stuff, but the handwriting becomes a lot worse)... Not mentioning the 27 bloody fighters, which is too much for you to cope with, it'll make you flood your pants!

Sandeep



Dear CVG,

I am writing this letter in the hope that it gets printed and read by the chaps at Codemasters, sorry Codemasters, Psygnosis and Kemco, plus loads of other companies who insist on doing their two player modes head-to-head – because it's so boring. I have owned *V-Rally* for about two months, and I have never played the head-to-head mode. *V-Rally* has loads of trackside detail, stunning graphics and four cars on the track. Ok, I don't expect *Touring Cars* to feature 16 cars and split-screen, but I don't think five is too much. Especially as there is hardly any trackside detail, plus it's already been done by Infogrames, the same goes for *F1 '97*. Finally I would like to ask you is *Grand Theft Auto* really that good? It sounds like a good idea, but the graphics seem a bit poor.

Andrew Spiretos

FREEPLAY FANZINES

ENTER THE EXCITING WORLD OF READERS FANZINES!



The awesome ZX Files issue 5. £2.50 with a cover tape or PC disk or 1.75. Paul White, 8 Beechwood Rise, Wetherby, W. Yorkshire LS22 7QT



Pulse a good 'zine, though there's too many press releases in it at the moment. 60 pages for £1.50. 54 Laburnum Rd, Strood, Kent ME2 2JZ



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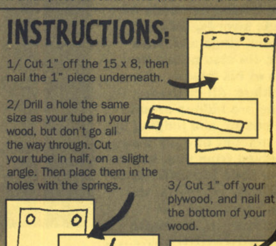
HOW TO MAKE YOUR OWN *TIME CRISIS* PEDAL

BY N.POOH

You will need:

15" x 8" One inch thick piece of wood. Pinched from a building site, but you could ask first.
14" x 8" Plywood 1/4" thick.
Small plastic tube (I used a till roll tube)
2 springs 1 1/2" high
2 hinges
A few nails
5 screws
A small round eraser
A small piece of round wood (must fit in plastic tube)

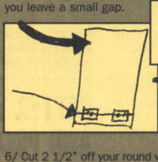
INSTRUCTIONS:



1/ Cut 1" off the 15 x 8, then nail the 1" piece underneath.

2/ Drill a hole the same size as your tube in your wood, but don't go all the way through. Cut your tube in half, on a slight angle. Then place them in the holes with the springs.

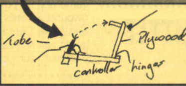
3/ Cut 1" off your plywood, and nail at the bottom of your wood.



4/ Place your plywood on top and fasten down with the two hinges. Make sure you leave a small gap.

5/ Put your controller underneath.

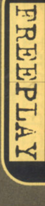
6/ Cut 2 1/2" off your round wood, place them on top of the springs in your tubes, then very carefully mark your plywood, then drill a hole. Screw the round pieces of wood to the plywood.



7/ Now push it back together. You may need to cut some more off the round wood.

8/ Mark underneath of plywood where the X button is, then screw your eraser to it. You only need a small gap between your X button and the eraser.

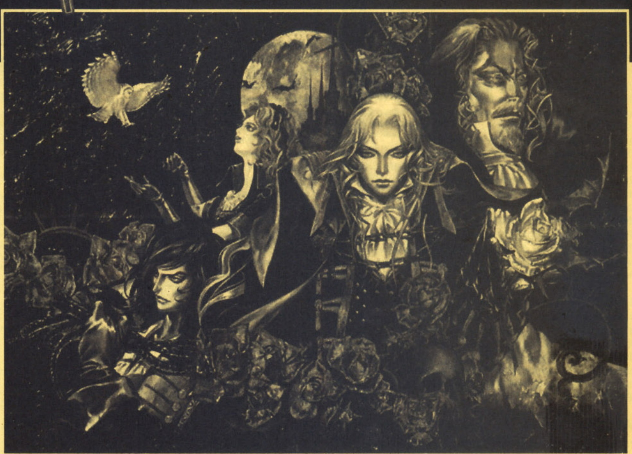
9/ Now you should have a pedal for *Time Crisis*!



Castlevania

PLAYERS GUIDE

A CRASH COURSE IN BECOMING THE ULTIMATE VAMPIRE



***C**astlvania* **hero, Alucard, is a capable fella. Storming through the castle looking to defeat Count Dracula, he battles monsters of all shapes and sizes. But pure strength won't be enough in the final battle, he needs his magic swords, shields, armour, rings and headgear. He also needs the help of his friends – the familiars. All of these items are hidden around the castle, and judging by the amount of calls we received from you, some are a little too difficult to find. Now we reveal the dark secrets of *The Symphony of the Night*.**

DANCING ON THE CEILING

When you defeat Shaft, a second castle appears, which is really the first castle turned upside down. This time, the librarian won't give you the map, but all the rooms and all the secrets are still in the same place as they were before. The enemies are much tougher and when you defeat bosses, they will leave you different parts of Dracula. You need to collect 5 to defeat the Count (an eye, a bone, a heart, a ring and a tooth). By going back into the tower (pictured **(A)** on opposite page) and by pressing and holding directional buttons up and down + X button you can switch between the inverted and normal castle.

SANTA'S LITTLE HELPERS

There are five Familiars to find in the castle. Fairy **(5)**, will restore your health points and break curses. Ghost **(6)**, sword **(7)** and bat **(8)** will help you fight enemies and demon **(9)** will also press hard to reach switches for you.

RICHTER BELMONT – GOOD BLOKE!

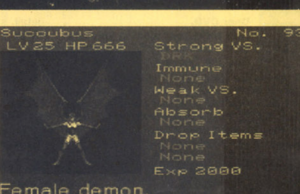
Richter is a good guy, but the evil priest Shaft has put him under his spell. He controls Richter with a green ball flying above Richter's head. You need special Holy Glasses to be able to see this ball. If you go into the room and defeat Richter without these, the game will end. So how to obtain the Glasses? You need the Gold Ring **(1)** and the Silver Ring **(2)** and wear them together in the Clock Tower. Enter the chamber and Maria will give you the Holy Glasses **(3)**.

BETTER WEAPONS AND PROTECTION

The equipment screen pretty much tells you what weapons you have. Keep your eyes open for the Ring of Arés (you can find it in the Catacombs), it will increase your strength drastically. Walk Mail is good, you get it quite early in the game and its power grows as you cover more ground. Our favourite swords are Dark Sword, because it's powerful and Jewel Sword because it turns enemy damage into gems you can sell to the librarian. Wearing rings which increase your luck will make more items appear.

SPIKE-BUSTING ARMOUR

You need this armour to get through to the room with the Silver Ring. In the underground canals, get the skeleton carrying the barrel to drop it on the wooden plank. This will take you into a whole new area. You can get Spike-Busting armour **(4)** only if you possess bat's sonar.



This is Succubus. She turns into Alucard's mother and gives you the gold ring when defeated.

SUPER-JUMPING

The Leap relic, is obtainable from the roof of the castle. It will enable you to do a double jump. Later in the game, when you have either 'bat' or 'mist' form, go to the Clock Tower and fly up into the secret room above the clock. It hides a relic that will enable you to do a very high jump (directional buttons up, down, up + X button).

ALUCARD'S MENAGERIE

Here's the lowdown on the whereabouts of Alucard's shape-changing powers.

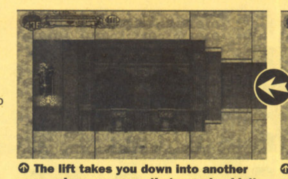
Wolf transformations: **10, 11 and 12.** As a wolf, Alucard can run very fast, tap directional button twice.

Bat: **13, 14, 15.** There is a fourth bat relic that will enable Alucard to fight more effectively as a bat. It is in the inverted castle.

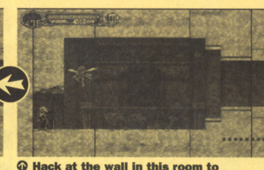
Mist: **16, 17.** The third mist relic – poisonous mist – is in the inverted castle as well.

THE MAP

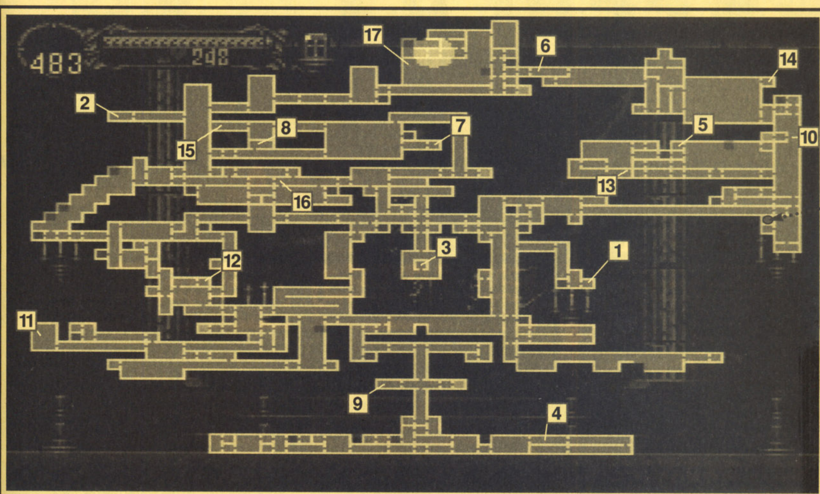
Pressing the 'select' button will show you the map of all the rooms in the castle you have visited. You can obtain a slightly more complete map from the Librarian. When you get stuck and don't know where to go next, look very carefully at the map – you'll just about be able to see little gaps indicating doors into secret rooms. So if you're in a room that is seemingly a dead end, but the map tells you otherwise, it's time to start hacking the walls. It's good to start hacking the walls pretty much anywhere. You'll often find food or items (at the exit stairs of the second room from the entrance, you'll find a turkey for example).

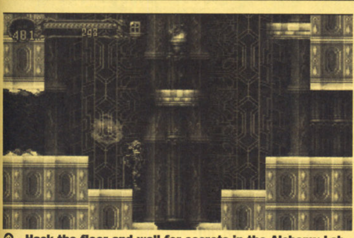


The lift takes you down into another room, where weapons that you shouldn't be allowed to have at this stage wait for you. That should make things easier!

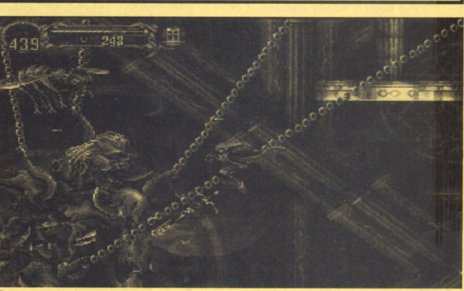


Hack at the wall in this room to receive a bonus. You may not think it's much but if you stand still for a while, in the gap you've created, a lift comes.

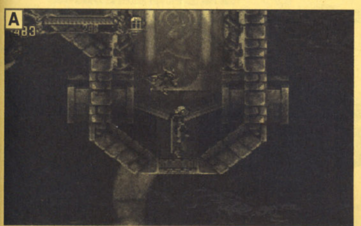




Hack the floor and wall for secrets in the Alchemy Lab.



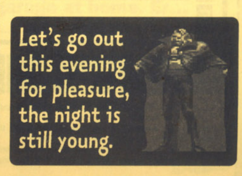
Certain bosses in the second castle leave you different parts of Dracula. This is Beezlebub, quite a nasty character whose rotting flesh attracts flies.



To move from castle to castle, you can either use a library card, or use the super jump to transport yourself.



Enemies in the second castle are a lot tougher, but you have li'l helpers.



WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (HIGH SCORES, FREE ADS, TIPS, ETC.) OTHERWISE IT'S VERY LIKELY THAT WE'LL MISPLACE YOUR LETTER AND FIND IT AGAIN IN FIVE YEARS TIME.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
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It's all over for another month. But there's no need to fear – FreePlay will return next month in CVG! Thing is, it can't be done without YOUR help. We need YOU to send in every brilliant snippet of gaming information that you've got so that we can create the ultimate interactive games magazine. Sounds exciting, doesn't it?



MELTING POT

Melting Pot is a section for budding games designers (we know that means ALL of you), where you can tell everyone else about your brilliant game ideas. If your suggestion gets printed then you'll be able to prove you had the idea before any games company that rips your game idea off! We'll even review your ideas – can you invent a High Five scoring game?

HIGH SCORES

Think you're good at games? We've got thousands of readers who think they're better. Prove them wrong by sending us your highest high scores.

ART/CARTOONS

Everyone's got a little bit of artistic talent. Or so we thought until we saw some of the pictures we get sent. Whatever you draw, send it in and Hunter will insult it.

TIPS

Tips for the latest and greatest games are welcome here. So welcome that you might even get a free game for your effort.

FREEPLAY FAN

What's the best game ever? Who are the best developers in the world? Write your feelings down and convince everyone else that you're telling the truth and aren't mad.

MOST WANTED

Whenever you write to us at CVG, make sure you include a list of the five games you're most looking forward to, whether they've been officially announced or not. What would you most like to be playing in the near future? Every month we compile all the lists we're sent and put them into the Most Wanted chart on the front page of FreePlay. Your vote counts!

FREE ADS

Flog off any old games or machines you don't want any more in our Free Ads section. Just fill in the form below then sit back and wait. Oh no, send it in first.

FANZINES

If you make a fanzine to rival CVG (let's face it – it's not exactly hard) send us a copy to read, along with an address so that other people can get hold of it. We'll print details on the best ones around.

MOST WANTED

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computer and video games

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